

THE unofficial Nintendo 64 magazine for the EXTREME gamer

64

Issue 1

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extreme

SPECIAL LAUNCH EDITION

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TO SHADOWS OF THE EMPIRE

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04

TUROK

DINOSAUR HUNTER

ABOUT TO MAKE 32 BIT
GAMES EXTINCT?

64 Solutions: Super Mario 64, Shadows of the Empire, Pilot Wings 64

It's here...



The fact that you're reading this magazine suggests that you probably either own or intend to own a Nintendo 64, which indicates that you demand the very best from your video games hardware and software. Hopefully you were also attracted to 64 extreme because you liked the quality look and feel to it. Well, you have made the right choice in both cases. The capability of the N64 is no longer in question, it is out there for all to see. As for 64 extreme, we are 100% committed to bringing you the finest quality N64 magazine possible.

Each writer on the extreme team is a dedicated games player with a wealth of experience in the video games industry. We can promise our readers the best news, reviews, previews and exclusive features above any other magazine on the market. We have a long history of producing the best player's guides and tips sections in the business and we are now able to bring that expertise to 64 Solutions. Our guides are the most authoritative and comprehensive that you can get. No secrets missing, no corners cut. Our reviewing policy is strict: We never review a game until we have seen and played a finished review copy. Our reviews will always be completely unbiased and fair, and because we are an unofficial Nintendo 64 dedicated publication, we are not afraid to write exactly what we think.

In every issue our Dream Team Focus will take you behind the scenes of one of the major software companies that are involved with developing games for the N64. Our reportage will contain exclusive interviews, work in progress reports and information on the people directly responsible for the games that you will be playing in the near future. Check out this month's Dream Team Focus on GT Interactive on page 33.

After such a long wait, the N64 is finally here, although for many of you the wait isn't over yet. With such a limited supply arriving for the launch, many people will be disappointed. Let's hope it isn't too long before new stocks arrive. These are exciting times for Nintendo gamers, I hope you choose to share them with us and let us guide you into the incredible 64bit generation.

Enjoy the first issue

P.S. 

64 solutions

You'd normally have to pay at least a tenner for a tips book like this but you'll find guides for all three launch games here. It's not just a one off either, as we can guarantee that every month we'll have at least 32 pages of tips and solutions in this very section.

40

Super Mario 64

The first half of the most in-depth guide you'll ever see on Nintendo's flagship title.



58

Shadows of the Empire

Forget the force and use the solution as we take you through every level of LucasArts' first N64 outing.



68

Pilotwings 64

All the hang glider, rocket belt and gyrocopter missions tipped, plus how to get the bonus missions.



review contents

11 Turok Dinosaur Hunter

Turok is the first third party game to be released in Europe, but is it any good?

16 WaveRace 64

Sun, sand, sea and jet skis combined to make an excellent racing game.

19 Shadows of the Empire

It's wet your pants time for Star Wars fans!

22 Mario Kart 64

The classic 'SNES' game makes it to the N64 and it's the most multi-player fun we've ever had with our clothes on.

26 Super Mario 64

Is it really the best game ever? Find out in our comprehensive review.

30 Pilotwings 64

Pilotwings 64 slows the pace down a little but still gives you a jaw dropping, pant soiling example of the 64's capabilities.

32 Cruis'n USA

The first N64 turkey! Find out why.

review guide

OVERALL SCORE - 0-50%

Dire beyond words, do not buy this game under any circumstances.

OVERALL SCORE - 51-70%

Very poor. Not worth considering unless you are a big fan of the genre with lots of spare cash.

OVERALL SCORE - 71-80%

Pretty good but room for improvement. Try before you buy.

OVERALL SCORE - 81-90%

This is a good game that we would recommend you check out. Falls just shy of greatness.

OVERALL SCORE - 91-100%

A fantastic game that you have to seriously consider buying. A game over 90% may well be honoured with the X-factor award.

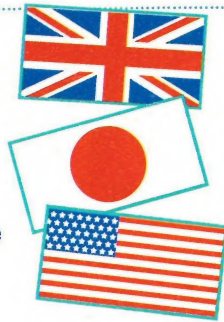
THE X-FACTOR -

This rare honour is bestowed upon a game destined to be a classic. Some games have a certain indefinable mark of greatness about them. We call that mark the X-factor.



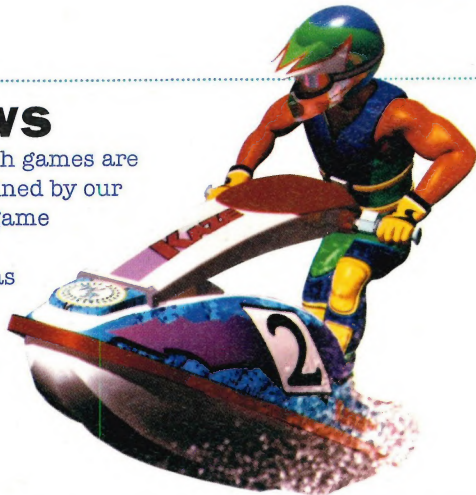
6 international news

Five pages of real news stories from Japan, the States and Europe. Resident rumour-monger, Pete also tells us what's doing the rounds on the grapevine this month in Ex, Lies and Video Games.



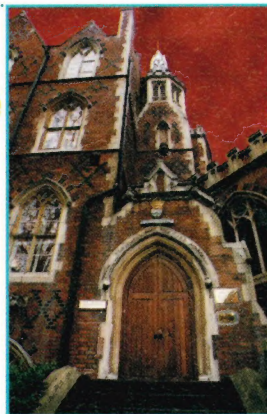
11 reviews

All three launch games are expertly examined by our team of video game surgeons, plus several overseas patients get strapped to our operating table.



33 feature: GT Interactive

We let the 'Good Times' roll as 64 extreme visits GT's London domain. In the first of our Dream Team Focus features, GT 'PR Supremo' Pete Hawley is interrogated by our very own Gestapo agent Pete Coulson. Find out exactly what the people who brought Doom to the masses have got planned for the N64.



38 subscriptions

With the prospect of having every issue of 64 extreme delivered to your door we know that demand is going to be high. Which is why we have 100 young and nubile temps waiting to process the orders.

39 64 solutions

Serious player's guides. See page opposite.

72 net 64

We cruise the information super highway in search of the best N64 web sites. How can I introduce that without being clichéd?



74 extreme exchange

All of the letters in this month's Extreme Exchange were taken from our web site but feel free to use snail mail if you can't e-mail.

76 timeout

Every now and then you need to put a flake in your break which is where Timeout comes in. Everything from music to film to pad-locked pens can be found on this page.

77 competition

For the price of a postage stamp you could win an N64 or one of ten Datel memory cards. Now there's a thought!



78 previews

Games that aren't quite finished or released can all be found here. This month we've got stories on



Doom64, Clay Fighters

Extreme, Robotech and a plethora of other titles that are soon to hit the N64.



82 next issue don't miss it!

After discovering that you are now holding the best mag devoted to the N64, we're sure that this page may be of some interest to you.



Nintendo makes PALS!



UK N64 software to be optimised

Prior to the UK launch of the N64, our sources at THE recently passed on the good news that many Nintendo 64 UK games are going to be given PAL conversions. This is most welcome news as it's tragic to see games of such quality as Super Mario 64 compromised with nasty black borders and slowdown. It would certainly stop a lot of gamers buying import machines and software if Nintendo tried to PAL convert most of their titles. This is a healthy sign that Nintendo are at last recognising the potential of the European market and are willing to invest in it.

As far as I am aware, this is the first time that Nintendo has ever PAL converted any of their titles and this will in fact mean that, due to the PAL system's superior colour display and better screen resolution, a fully PAL converted N64 title will be the best quality in the world. A first indeed!

Shadows of the Empire is the game that will benefit from the PAL conversion. Nintendo and LucasArts have worked together and made N64's first Star Wars game full screen and full speed. Apparently, Pilotwings 64 has also been optimised to run at full speed, but unfortunately does have borders. It has also been revealed that Acclaim's Turok Dinosaur Hunter UK version will be 'NTSC compliant' which means that it should be very close or exactly the same as the US version. See our next issue for an authoritative feature on the whole thorny question of software compatibility and grey imports.



TUROK DINOSAUR HUNTER 2 OUT BEFORE TUROK 1 CONFUSION!

THE CORRECT NEWS STORY

Despite what you may have read in other magazines, development of Turok Dinosaur Hunter 2 is not 'virtually finished' or having 'finishing touches done on it as we speak'. Acclaim have told us that work has indeed already begun on it by developers in Texas but there is



no way that it will be out this year and the earliest possible release date is March '98. Only an amazing

game like Turok could start speculation about the sequel's release date before the first game itself is released! To find out what all the fuss is about read our in-depth review starting on page 11.

STOP press

SONY DROPS PSX PRICE IN N64 LAUNCH WEEK

Do Sony feel threatened by the launch of the N64? Well, you can draw your own conclusion from the following fact: Sony have loped a massive £70 off the retail price of their PlayStation, in (by a strange coincidence) the same week as the Nintendo 64 launch. This may be interpreted in two ways: Either they are sending out the aggressive message that they are willing to lose money on their hardware by appealing to the lowest common denominator (price) in a bid to hang on to their market share. Or it could be that they don't think the PlayStation can compete against Nintendo's 64bit monster.



£70 FOR AN INDIAN TAKEAWAY! Turok to arrive at £69.99

At the time of going to press the expected retail price for Turok Dinosaur Hunter looked like being £69.99. It's certainly a lot of money for a game and not many titles could sustain such a high price point and still sell in big numbers, although everybody here at 64 extreme is confident that Turok will.

It's likely to lead to both unfair and naive criticism of Acclaim (Turok Dinosaur Hunter's publisher) but they have not actually set any recommended retail price. What this means is that the retailers will decide what price to sell the game at, but obviously the price that they buy it in at will determine what the retail price will be and all the signs point to a £69.99 price tag. It has long been the curse of third party publishers to have to charge more for their carts than Nintendo. This is because the third party publishers incur extra costs that have to be passed on to the poor old punters. They have to pay Nintendo for manufacturing the finished cartridges, as well as paying for a licence.

Industry expert Simon Winch of RDFC commented "As most of the original fears about the viability of a high end cartridge based console begin to fade (i.e. the sound will be poor, cartridges are too limited by the amount of memory size etc.) the high price of memory hungry carts was always going to be N64's single biggest bugbear. Sadly it is a great truism that to get top quality merchandise, you have to pay top dollar and, to be honest, I think that the vast majority of people who purchases an N64 will understand this and know exactly what they

are buying into."

On the other side of the coin, at a top American developers' conference recently, Joshua Thornburg of Skyworks Inc. warned "third party publishers are going to have to be very cautious. They must have 100% confidence in every game they publish to guarantee that the time and huge financial investment will be worthwhile. The result of this is that nobody will take a chance and produce anything original or innovative. Safe, proven, winning formulas or sequels will be the only third party publisher software we will see on N64 unless something is done to reduce the financial risk."



MY CONSOLE'S BETTER THAN YOURS!



Nintendo boss in Sony attack

The President of the giant Nintendo corporation has verbally attacked

Sony and its best selling console, the PlayStation. Hiroshi Yamauchi is renowned in the industry for being brash and outspoken. His most famous outburst was aimed at Coleco boss Arnold Greenberg way back in 1983. After having seen a version of Donkey Kong on the new Coleco Adam system at that year's CES show, Mr Yamauchi arranged a meeting with the Coleco boss, but did

not tell him why. Once in the board room though, the Nintendo boss verbally

reduced the Coleco people to quivering wrecks and the threat of a massive lawsuit soon put paid to any thoughts they had of using Donkey Kong to promote the Adam.

This latest attack, aimed directly at top Sony executives just goes to show that time has not mellowed him out at all. The comments came after Sony's claim to having the largest share of the world video game market. Mr. Yamauchi, talking about Sony, is reported to have said, 'most of its software titles are silly and boring' and concerning Sony's market share, 'amounts to nothing'. He went on to say that 'a flood of uninteresting and boring software will destroy Japan's video game market'.

Due to the phenomenal strength of the PlayStation sales wise, Nintendo have had a hard time breaking through so far. Even though the N64 broke countless sales records when it was launched in the US, its growth has been slow due to the extraordinary success of the PlayStation. Yamuchi warned though that there would be a turning point for the 32bit consoles next year and his 64bit technology would be the answer to it.

At a time when Nintendo is trying to break into the next generation market, is his intention to start another console war, circa the Mega Drive and the SNES? Let's hope so, we love a good punch up!



NINTENDO SLASHES JAP PRICE!



Nintendo of Japan have cut the price of the N64 from 25,000 yen (\$203) to

16,800 yen (\$137) in a surprise move that is bound to get the competition running scared. Although the price drop is due to the manufacturing costs, many industry insiders feel that it may be a direct move to reduce Sony's market share in Japan.

Spokesperson for Nintendo of Japan, Yasuhiro Minagawa, explained that they are able to drop the price because of the reduced production costs which are directly related to the volume of machines that they are now producing.

He also mentioned that a fall in the price of semiconductors was a factor in the new price.

It's good to see that Nintendo are thinking of the punter and not just profits. However, the murky undertones

in Japan? Unlike Nintendo's previous machines, the N64 has not been an outstanding success and the PlayStation still reigns supreme in the East.

The price drop will not be implemented in America and the reduced

PRICE DROP DUE IN JAPAN ALREADY

in the move are likely to cause a stir. Sony may well be running scared but was the price drop a desperate move to counter the rather poor sales of the N64

manufacturing costs will not benefit the UK for a long time so don't hold your breath waiting for a cut price N64 over here.

BULKY 64DD SHOCKER

News of the new Nintendo 64 disk drive has arrived on

our shores. Not to be confused with one of Dolly Parton's bras, the 64DD is in fact an add-on upgrade for the N64. It's due to be released in the summer to an eager market in Japan but some industry

The new N64 add-on confirmed for summer release

The disk drive will use 64mb magnetic cartridges and is not compatible with any third party disks (surprise, surprise). The selling point of this format is that up to half of the the disk can be made rewritable giving a huge amount of space over to game saves and statistics. It's up to the coders of the game to decide how much space on the disk is to be made rewritable but huge amounts of memory will be needed for some of the massive RPG's that are planned for the N64.

The advantage of the Nintendo 64DD over the Sony or Sega CD's is in the loading times. The Nintendo disk can transfer information at 790K per second whilst the competitors' CD drives can only transfer at 300K per second. Couple this with the unique system Nintendo have devised to get the information from the disk and onto the main game cartridge and it seems that

they are onto yet another winner.

No games have officially been announced for the 64DD yet but there are conflicting rumours that Zelda 64 will appear on cartridge and disk or disk alone. Of course, the new system won't be an advantage to many of the shoot-em-ups or racing games on the way but there are a number of genres that it will suit perfectly. As mentioned, RPG's will be the perfect companion for the new system. Sports games will also figure highly in the equation as it should be possible to buy disks with updated stats and leagues. This should save the punter on buying annual versions such as the Fifa's of this world. Strategy games will also benefit from the new format and an N64 version of Sim City is said to be on its way. Nintendo are also looking at the possibility of using the system to allow

the user to download playable game demos from the internet which is an extremely exciting prospect. Let's hope that they follow through with it.

To us, looking at the possibilities, the idea of an N64 upgrade is an enticing thought but whether it can hold its own in a market that has traditionally been very unfair on upgrades is a question that will have to wait to be answered. More information and a full specification guide (if you're interested in numbers) can be found in the next issue's complete N64 hardware guide.



sources are not as excited as the consumers. The add-on is going to sell at \$100-\$199. Fears are abound that the 64DD may well go the same way as the ill-fated Sega 32X or Mega CD. Nintendo, however, are pushing the upgrade with all the usual force of a company at the pinnacle of the video game industry.

Nintendo 64DD over the Sony or Sega CD's is in the loading times. The Nintendo disk can transfer information at 790K per second whilst the competitors' CD drives can only transfer at 300K per second. Couple this with the unique system Nintendo have devised to get the information from the disk and onto the main game cartridge and it seems that





SOUNDS LIKE TROUBLE FOR MARIO KART 64!



Nintendo's stringent quality control has already been attacked with news from the States that suggests some Mario Kart 64 cartridges may have a slight defect. Reports

have said that, when playing the game in two-player mode with the sound set to stereo or headphones, you only get sound effects for one player. In some rare

drastic problem many American stores have already had to give out replacement carts. Whether or not the same problem will occur on the UK version of Mario Kart is not known. However, with the time gap between the two releases, we expect the problem to be rectified before the game hits our shores.

SOUND GLITCHES FOUND IN SM KART 64

cases though, the sound is reported to have cut out altogether. Although this is not a

RELEASE DATES - JAPAN

Here are all the Japanese release dates that we could muster. These dates are not engraved in stone as we all know that games can slip. At the time of going to press the dates were all accurate but we'll let you know of any changes in future issues.

March '97

J-League Live 64 (EA Victor)
Powerful Pro Baseball 4 (Konami)
Blastdozer (Nintendo)
Human Grand Prix: The New Generation (Human)
Turok Dinosaur Hunter (Acclaim)

April

Ikazuchi No Gotoku - Chinese
Chess (Seta)
Starfox 64 (Nintendo)



Spring '97

Goemon 5 (Konami)
Hexen 64 (Gamebank)
Mahjong (Imagineer)
Mahjong 64 (Koei)
Mission Impossible (Victor Interactive Software)
Pro Mahjong (Athena)
Yuke! Yuke! Trouble Makers (Enix)

May '97

Blade & Barrel (Kemco)
Morita Shogi 64 (Seta)
Sonic Wings Assault (Video System)
Wild Choppers (Seta)

June

64 Oozumo (Bottom-Up)
Multi-Racing Championship (Imagineer)
Rev Limit (Seta)
Star Wars: Shadows of the Empire (Nintendo)

Summer '97

3D Fighting (Imagineer)
Macross: Another Dimension (Tomy)
Magic Century Eltale (Imagineer)
Reason (Imagineer)
Top Gear Rally (Kemco)

Autumn '97

Sim City 2000 (Imagineer)

November

Cavalry Battle 3000 (Japan System Supply)
Chameleon Twist (Japan System Supply)
December
Hyper Olympic in Nagano (Konami)

The following games have all been announced and are definitely on their way but when is anybody's guess. We'll have more precise info just as soon as we get it...

Body Harvest (Nintendo)
Bomberman 64 (Hudson Soft)
Buggie Boogie (Nintendo)
Climber (Nintendo)
Creator (Nintendo)
Cu-On-Pa (T&E Soft)
Dual Heroes (Hudson Soft)
F-Zero 64 (Nintendo)
Golf (Nintendo)
Human Wrestling (Human)
J-League Dynamite Soccer (Imagineer)
Jikkyo Golf Tournament '97 (Konami)
Kindaichi Shonen no Jikenbo (Hudson Soft)
Kirby 64 (Nintendo)
Mother 3 (Nintendo)
Power League 64 (Hudson Soft)
Soccer 64 (Hudson Soft)
Super Mario RPG 2 (Nintendo)
Super Robot Spirits (Banpresto)
Tetrisphere (Nintendo)
Toukon Road: Brave Spirits (Hudson Soft)
Ultra Donkey Kong (Nintendo)
Virtual Pro Wrestling (Asmik)

Yoshi's Island 64 (Nintendo)
Zelda 64 (Nintendo)
Jungle Emperor Leo (Nintendo)

RELEASE DATES - US

The release dates for the next year or so in the States are as follows (at the time of going to press):

March '97



Turok Dinosaur Hunter (Acclaim)
Blast Corps (Nintendo)
FIFA Soccer '97 (EA Sports)



April
Doom 64 (Midway)

May

Dark Rift (Vic Tokai)
Goldeneye 007 (Nintendo)
Robotron X (Midway)



June

Clay Fighter Extreme (Interplay)
Hexen 64 (GT Interactive)
Mission Impossible (Ocean)
War Gods (Midway)
Starfox 64 (Nintendo)
Force Pak Accessory (Nintendo)

Summer '97

Lamborghini 64 (Titus)
MLB Featuring Ken Griffey Jr. (Nintendo)
Perfect Striker (Konami)
Robotech: Crystal Dreams (GameTek)

Autumn '97

Duke Nukem 3D (GT Interactive)
WCW Wrestling (T-HQ)

October

San Francisco Rush (Midway)
Top Gear Rally (Kemco)

November

Quake 64 (Midway)

The following games are planned for release in the next year or so but I'd rather predict the outcome of this year's Mongolian cup final than give a firm date for any of these...

Actua Golf (Interplay)
Body Harvest (Nintendo)
Buggie Boogie (Nintendo)
Command and Conquer (Virgin)
Condemned (Acclaim)
Crazy Cars (Titus)
Creator (Nintendo)
Cruis'n World (Midway)
Deadly Honor (TecMagik)
Freak Boy (Virgin)
F-Zero 64 (Nintendo)
Hed (Ubi Soft)
Joust X (Midway)
Lode Runner 64 (Bandai)
Mr Tank (GT Interactive)
Quarterback Club '98 (Acclaim)
Raze (Interplay)
Rotor Gunner (TecMagik)
Space Station: Silicon Valley (BMG Entertainment)
Tetrisphere (Nintendo)
Turok 2 (Acclaim)
Ultra Combat (GT Interactive)
Ultra Descent (Interplay)
Ultimate Racer (Acclaim)
WWF Wrestling (Acclaim)
Yoshi's Island 64 (Nintendo)
Zelda 64 (Nintendo)

EX LIES AND VIDEO GAMES!

You know, video games journalism is a funny old game, one hears all sorts of strange tales and rumours. Some turn out to be true and then again just as many turn out to be complete fantasy. In this column we will print some of the more 'juicy but dubious' stories we uncover each month and leave it up to you to decide whether they are true or not. Just for a bit of devilment we'll throw in a whopping great 'porky' of our own every month. See if you can spot this issue's stretcher.

It is rumoured that Tekken 3 will be appearing on the N64 before any other format. This is said to be because Namco want to use the best possible technology to achieve the closest conversion. This will upset

many PlayStation owners who believed that the Tekken series was exclusive to their format. I expect they must feel that they have been 'Tekken' for a ride. Titter!



It has been revealed that the editor of a certain Nintendo 64 dedicated

magazine actually hates Nintendo's beloved mascot, Mario. This hearsay was discovered at a recent software launch party, where he was overheard, at the bar saying, "I can't stand the sight of that little sod Mario. In fact I play as Wario on Mario Kart 64 for hours just so I can knock him about." Sad man.

Apparently, Iguana have now started to work on Turok Dinosaur Hunter for the Sony PlayStation. After a feasibility study on how to approach the massive undertaking of programming such a complex game onto an inferior system, it was soon obvious that they would literally have to design a completely new game engine for it to have a prayer of doing a half decent job of emulating the belting N64 game. Some team members even aired doubts that Turok could be made to run on PlayStation in any satisfactory form.

We are told that to clear backstock of the ill-fated Atari Jaguar, certain unscrupulous retailers

are repackaging them with a prominent 'A64' on the box hoping to cash in on '64 mania'. To say this is both misleading and sad is an understatement. I'm afraid, if I sent my other half out to buy me an N64 while I was busy watching 'Gladiators' and drinking beer, then she came back with that shambling joke for a console instead of an N64, divorce wouldn't be good enough for her!

It is rumoured that mighty morphing Sega-Bandai, are busy developing some new hardware, which should be ready in time for a Christmas '98 launch. It is expected that the hardware will make some use of the Pippin's technology which is now at their disposal in light of their recent merger with Bandai.

If you have any rumours, gossip or slander you would like us to consider for next issue's Ex, Lies and Video Games, please send them to our usual address. The best rumour every month will get an extreme prize. Of course we could be lying about that!

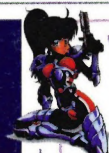
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Nintendo 64 (UK version)	£249.99

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Thunderforce Gold II	£49.99
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Albert Odyssey (USA)	coming soon

SEGA SATURN

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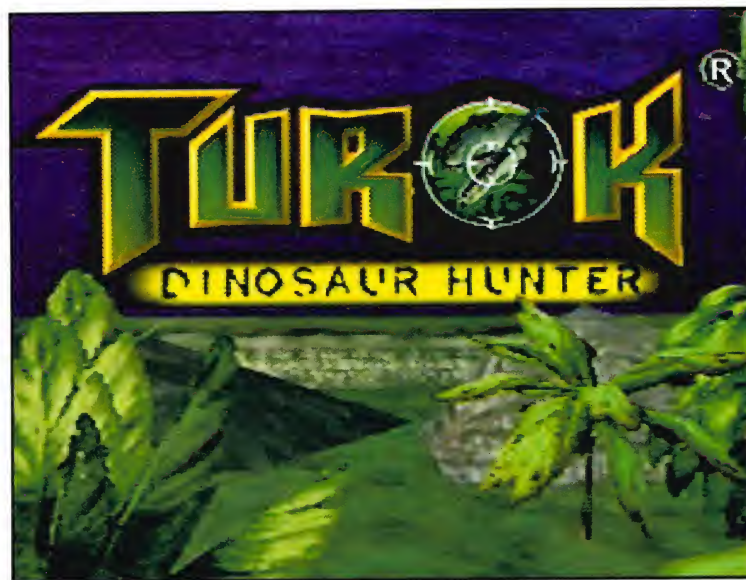
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Turok Dinosaur Hunter

'DoN't beLieve the Hype!' Public Enemy warned a few yEars back. Well the NintenDO 64 and Super Mario 64 have managed to live up to the eNORMoUs hype thAT Was built up aROUNd them. Is it TOO much to hope for that Turok Dinosaur Hunter can as well?



IGUANA'S TUROK
DINOSAUR
HUNTER IS THE
MOST IMPRESSIVE
GAME I HAVE
PLAYED ON THE
N64 OR ANY
OTHER FORMAT
FOR THAT MATTER

Whoa! You'll have to excuse me, I'm in shock. You see, I fully expected to find, that out of all the launch games to come out on the N64, my favourite game would be developed by Nintendo themselves. I was wrong. Iguana's Turok Dinosaur Hunter is the most impressive game I have played on the N64 or any other format for that matter. Sure, I'd heard the hype, but I never expected any game to

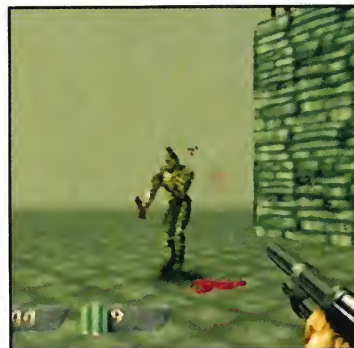
developers and not just Nintendo's well crafted wares.

I never expected any game to exceed the brilliance of Mario 64 so soon.

exceed the brilliance of Mario 64 or Mario Kart 64 so soon. After all, if the doom and gloom merchants were to be believed, it was only Nintendo themselves that had the smarts to fully exploit the capabilities of their awesomely powerful baby. Well, certain people are going to have very red faces, because Iguana Entertainment have produced a simply brilliant piece of software that is going to persuade a lot of people that the N64 is the console of the future, that will be supported with great software from many different

From looking at the screen shots you are probably thinking that Turok is a great looking Doom clone with

dinosaurs. But looks can be deceptive and truth to be known, Turok has more in common gameplay wise with Tomb Raider than Doom. Unlike Doom, Turok isn't just a first person, all out blastathon with a bit of key seeking. There is as much emphasis on exploration, platform hopping and



► The animation is very convincing.



► The shotgun takes most baddies easily.

THE GOOD

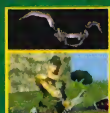
Turok starts off with just two weapons (a knife and bow and arrows) but throughout the game there is a veritable arsenal of weapons for him to discover. Here is the low-down on just some of the weapons you will come across.

Knife



The knife is one of the weapons that Turok starts out with and is the only weapon that can be used underwater. Not much use against large enemies.

Bow and arrow



The bow isn't particularly useful to start with until Turok collects the Tek arrows, which explode on contact with an enemy, causing a great deal of damage.

Pistol



OK for killing small enemies and conserving your ammo for your better weapons, but not much else.

Shotgun



Slow reloading times on the shotgun can make it slightly dodgy to use on close up foes, unless you are certain you can kill your target with one shot. Explosive shells are very effective if you can find them and should be used sparingly.

Auto Shotgun



One of the best weapons in the game, but has a nasty habit of tearing through your ammo at a frightening rate.

Pulse Rifle



Quick firing with a plentiful supply of ammo, makes the Pulse Rifle a very desirable piece of kit indeed.

Mini Gun



Pumps out hundreds of bullets per second. Great for mowing down multiple enemies. Very heavy on ammo consumption.

Grenade Launcher



Very dangerous to use in confined spaces for obvious reasons, but extremely effective for hitting long range targets.

Quad Rocket Launcher



Fires four rockets simultaneously, causing massive damage to any target. This deeply sexy weapon is a must to seek out as early as possible.

Alien Weapon



A single shot from this baby causes a huge explosion of green fire, leaving anyone unfortunate enough to be in its range decorating the landscape with their remains (see shot).

Fusion Cannon



This sub-nuclear weapon causes devastating destruction on impact, levelling everything in the vicinity, even the trees.

Chronoseptre



Turok has to collect all the pieces of the Chronoseptre before he can use it. It takes a painfully long time to charge up, but oh lordy, does it ever kick ass! Its power has to be seen to be believed.



► Turok enters a neo-gothic gym!



► Turok has loads of great effects like this lens flare.



► An irresistible target like this requires your launcher!



► Death dealing at a distance is the key.

puzzles as there is on the shooting action. Also, you have such a vast 3D playing area, that you feel you have complete freedom to roam anywhere you please, rather than the claustrophobic confined playing areas found in Doom.

Let's get down to basics. As I am sure you have gathered by now, Turok is a first person perspective 3D action game. You control Turok, a native

American Indian and obviously a bit of a dinosaur hunter. He has sworn to protect humanity, no matter how overwhelming the odds may be. Turok

has to face the might of the Binosaur of the Lost Land, a vicious breed of highly intelligent bionic dinosaurs, who populate the Lost Land with alien

You have such a vast 3D playing area, that you feel you have complete freedom to roam anywhere you please.



► "Back, back or I'll shoot!"



► Some baddies literally get blown away.

rares who seem to share the single goal of disposing of Turok.

Turok starts the adventure with only a paltry knife and bow for weapons, but scattered within the Lost Land is a dizzying arsenal of weapons (see boxout) which can be acquired either by slaying enemies and commandeering their weapons or finding them in secret locations. The game itself is played out in gorgeous fully 3D texture mapped environments,

THE BAD

Turok may not have the most bosses you have ever seen in a game, but it certainly has the most memorable. Some of them are simply breathtaking. We don't want to give away all the surprises that lay in store for you, but we can't resist showing you some of them.

THE MANTIS



The Mantis spits out great globs of acid at Turok and constantly jumps and hovers around the room, making him very difficult to target.



As if this wasn't bad enough, the Mantis will occasionally jump up onto

the ceiling, in an effort to get directly above Turok and then drop down onto him. It's gonna take patience and persistence (and possibly Rentokill!) to see off this evil critter.

T-REX

The T-Rex is huge, fast and deadly. He will also fire lethal laser blasts from his eyes. This deadly dino is the penultimate boss in the game and you would be most wise to make sure you have plenty of ammo left in your big hitting guns before tackling him.



THE CAMPAIGNER



The final boss is the Campaigner and as you would expect he is absolutely rock hard. Be ready for a wild battle. The Campaigner's



range of attacks are awesome. One of his best attacks is to create a

massive nuclear explosion. The graphical effects that accompany this are a sight to behold.

topped off with some great real-time lighting effects. The terrain varies greatly within the game's eight massive levels, which feature mountain ranges, rain forests, ancient ruins, waterfalls and lakes among others. Turok's abilities are

you have completed the game, giving it that all important replay factor. Throughout the game, Turok has to collect triangular gems which will give him a precious extra life if he collects over 100 gems (thanks Sonic!) Other collectibles include gold plus signs offering 2 health points, green plus ultra signs enhancing Turok's health



► The effect of the waterfall is stunning to behold.



► Trying to kill a dinosaur with the knife is unwise and very painful!

tested to the limit, as he has by 100 points and best of all, the to swing, climb, swim, jump nifty Spiritual Invincibility Shield,

There are loads of secret areas to be found in each level.

and, of course, shoot his way through the game, until he makes it to the final showdown with his arch-rival The Campaigner.

There are loads of secret areas to be found in each level, encouraging you to go back and explore once

which keeps Turok safe from harm, while the sky flashes different colours disco stylee and the bad guys slow down for a short period of time. There are also blue portals to be found, which upon contact will transport Turok to sub-levels, packed with traps, hazards and tempting power-ups.

...and the Ugly

The enemies in Turok are many and varied. Ranging from pesky insects, like dragonflies and giant stag beetles, right up to raptors and mystic men. The mystic men can materialise out of thin air and fire homing lightening bolts. Below is just some of the evil scum you will encounter in the game.



► Nasty surprises await. This door suddenly collapses and from behind it...



► ...a vicious ape from hell bursts in.

To progress through the levels, Turok has to find varying amounts of key stones, which have to be slotted into the Hub

different save positions and you can resume your game from exactly the same position as where you stopped. It also stores other useful bits of info, such as where you have explored, what

game's sprites. Some of the explosion effects are stunning, giving you the impression that you really are packing some serious hardware which creates a real buzz of excitement when you get

Once a level has been finished, the player can return to it as many times as they like.

to access new levels. Once a level has been finished, the player can return to it as many times as they like, either for a bit more exploration or to collect some strategically left power-ups. Mercifully, there are some heaven-sent save game pillars to record your progress, which in a game of this scale, are always a welcome sight. To avoid the fuss of keeping passwords, Turok is best played with a personal memory pack in your controller. This stores up to five

items you have collected, how many enemies you have killed in each level and where you left your sandwiches!

Two things which are worthy of a special mention are the fantastic special effects and the superb standard of animation on all the

the chance to use them. Some of the weapons are so powerful that, if they are used in close proximity to an enemy, they will literally blow them away, leaving a trail of blood and gore going back hundreds of yards (see boxout). Which brings me to the animation, Turok certainly isn't a game



► Shooting enemies high up is an essential skill to learn.



► The grenade launcher is ideal for high up and distant targets.



► These blue portals transport Turok to secret areas.



► The secret areas lure Turok with tempting power-ups but are packed with danger.



► It will be a long time before you see this.



► Shoot up the wild life for extra health points. You swine!



► Turok Dinosaur Hunter. Destined to become a new gaming icon?

At seventy quid a throw, Turok has to be something special. I can safely say that it is. Combining the depth of Mario without the cuteness, and the atmosphere of Doom with more realism. Turok provides the deepest gameplaying experience ever. Every sane N64 owner should have this game in their collection, despite the extortionate price.

Saul

for the squeamish. Thanks to the wonders of motion capture technology, all the in-game sprites move very convincingly. Consequently, when Turok shoots up the bad guys, they stumble about, spraying blood everywhere and die in a grotesquely realistic way. If you are feeling exceptionally sadistic you can even shoot them as they lie dying on the ground, making the poor suckers writhe and squirm as their bodies get riddled with further bullets. This has prompted a 17 certificate in the States and most likely a 15 certificate here in the UK. Iguana have thoughtfully included an option that allows you to turn the blood from red to green, or off altogether in case your

patient gamers off playing Turok, is the initially awkward control system. I thought that the logical way to guide Turok's movements would have been to use the analogue stick, but instead, Iguana have opted to use the four yellow 'C' keys for his directional movement and the analogue stick to make Turok look up, down, left and right. Still it's obvious from the quality of the game that Iguana have play-tested Turok to death and must have had their reasons for choosing to program it that way. There is a rather helpful training mode that puts you through your paces, nice and gently at first, before leading you to the advanced stuff, such as target practice

Iguana have thoughtfully included an option that allows you to turn the blood from red to green.

politically correct girlfriend/boyfriend is watching you play!

One thing that may put some less

and walking over thin beams. Once you've persevered with the control method for an hour or so, you should have pretty much mastered the rather

strange button configuration and, with practice, controlling Turok will be an effortless, graceful experience.

Usually, when I see reviews such as this one, that do nothing but heap praise on a game, my suspicious nature makes me wonder if the reviewer is too afraid to say anything negative in case he upsets advertisers (check out a few American gaming mags and you'll see what I mean). Or perhaps he/she has 'friends' at the software house who provided the game that he/she is reviewing and doesn't wish to offend them. So I would like to state for the record, that I'm not the sort of reviewer who waffles on in a sycophantic fashion merely because it's easier to say nice things about a game than write anything interesting or controversial. Nor am I the type who gets carried away and horribly over enthusiastic over an allegedly hot new game just because everybody else is raving about it. After many years in this business, I can honestly say that I have never given such a glowing review as I have with Turok. Then again I have never played a game of this quality before. Precious few games are worth £69.99. Turok Dinosaur Hunter is.

Pete ■

Published by: Acclaim Release date: 4th March 1997
Telephone no: 0171 344 5000 RRP: £69.99

scores

graphics 95

Turok sports a large and solid 3D world featuring some of the best in-game animation ever seen. Even the fogging effects, that are used to mask the clipping, merely add to the atmosphere.

sound 96

Brilliant sound effects and wonderfully atmospheric music suit the game environments perfectly.

gameplay 95

A perfect blend of shooting, platforming and puzzling action makes Turok an extremely satisfying gaming experience.

lifespan 96

Eight huge levels, a large dollop of challenge and the sheer depth of Turok will have you playing this for months to come.

overall 97

I can't recommend Turok Dinosaur Hunter highly enough. This is the type of game that the N64 was made for. If you've had the good taste to buy an N64, then you must buy Turok to keep it company. They were made for each other.

WaveRace 64



...the game destined to be F-Zero 64 has mutated and twisted into **WaveRace 64**, the first jet ski game on any format. IS IT ANY GOOD? Does Del Boy speak French?...

ONCE YOU HAVE
GOT OVER THE
INITIAL
AMAZEMENT OF
HOW THIS GAME
LOOKS, YOU WILL
STILL BE GLUED TO
YOUR SCREEN FOR
ANOTHER
REASON. THE
EXTREMELY
ADDICTIVE
GAMEPLAY



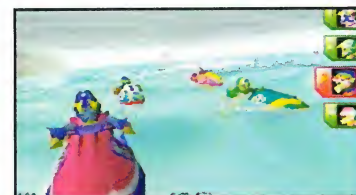
► Here comes the sun.



► Someone's been lighting fires on the riverbank again.



► It's OK, the fire brigade have sorted it out.



► The camera zooms around the competitors before you start the race. Stunning!



► Out in first, no one can stop me!

Within the racing genre, WaveRace 64 has to be one of the most innovative gaming experiences to hit our screens since Pole Position enthralled us in the arcades in 1984. Taking the racing game ethos one

best things in video games since Nintendo decided to stop making playing cards and produce the NES instead. You're probably wondering how a game can deserve this much praise so early in a review. I mean, I haven't even mentioned any of the

The thing that hits you on your first race is the realism of the water.

stage further, Nintendo have strapped on their rubber suits and propelled us into a world of high speed, jet powered fun and in the process, left the competition in its wake.

You can already guess that I'm not about to give this game a panning or even an average review. In fact I'm about to sing the praises of one of the

gameplay, graphical or audio aspects of it yet. I suppose, I'd better stop going on about how great this game is and actually get down to the nitty gritty and tell you why it's so impressive.

Imagine yourself on the beach with the sun shining, walking into the waves as they lap onto the shore. Look at the

water and watch the sun reflecting on it, as the wash bubbles onto the sand. Now imagine this scene being recreated by a machine on your TV screen, because this is exactly what Nintendo have achieved with WaveRace 64. The thing that hits you on your first race is the realism of the water. Not just the colour or the overall look but the movement and the feel of it against your jet ski and this is just the first track. Subsequent tracks reveal some of the most beautiful environments seen on any video game, in the arcade or the home. Take for instance the third track, Milky Lake. You start cloaked in a heavy mist but



► Somebody pulled the plug out on my jet ski!



► It's lucky somebody put a ramp in front of that trawler.



► It's not the taking part that counts, it's the winning.

as the race progresses the mist lifts to reveal a completely still and flat waterbed with reflections to die for. Then there's the final track, Southern Island, with its huge white water swells engulfing sunken trawlers and crashing against jetties and sea barriers. With eight tracks (I use the term loosely) you will be constantly amazed at the imagination and effort that has gone into making them as beautiful and fun to play as they are. The jet skis and riders are all perfectly drawn too, made up of polygons and not sprite based as many racing games seem to be. It looks as though Nintendo have made every effort to make this one of their best looking games to date and they have succeeded in my books. It's the details that really top it off graphically, like the riders punching the air when they hit a jump or

the killer whales swimming around Southern Island or the Dolphins darting around Dolphin Park, and the 'Arc de Triumph' (as Del boy would say), the beautiful lens flare on track 2, Sunset Bay. Sunlight that's so strong it will make you blink and

squint as you turn a corner, you really do have to see it to believe it. Mange tout, mange tout!

Once you have got over the initial amazement of how this game looks you'll still be glued to your screen for another reason, the extremely addictive game play. You're not simply restricted to straightforward racing either, the programmers have kindly added a score attack mode, where you get to perform a range of stunts and moves which all go towards impressing the babes and topping up your final score. These races take place on one lap of all of the tracks and the idea is to guide your jet ski through numerous red and white rings dotted around the course. Whilst doing this though, you'll have to be performing as



► Lunch!

'babe magnet' moves as possible to beat the high score and the more spectacular the stunt, the higher the score. This score attack mode is not just a bonus game added at the last minute to sell copies either, it actually makes up an integral part of the experience that is WaveRace 64. Along with championship mode and score attack mode there's also a time trial mode and an excellent two player option (see boxout). With this many gameplay options you are not going to tire of this game easily.

The championship mode is by far the most fun and challenging aspect but before the race starts proper, you will have to choose the character you want to race with. There are four to choose from, ranging from a pretty in pink girlie to a whale like bloater on a green ski. All of the characters handle differently and are aimed at different levels of player. For instance, Ho, the girl rider is best for beginners and D. Mariner, the fat bloke should not be touched by anyone less than an expert. On top of this you have the option to make personal adjustments to the handling and speed of your jet ski. Personally though, I find that the basic set-up is usually sufficient. Onto the race then. There are three difficulty levels, all with different obstacles and increasingly skilled opponents which adds a great deal to the depth of the game. The idea in itself is quite simple, follow the course and weave around the coloured buoys peacefully bobbing up and down. Every buoy



► There's a gap so use it.



► No pixelation on close ups.

Bring a FRIEND



Mr Miyamoto and his team at Nintendo have blessed WaveRace 64 with a superb two player split screen mode and we all know that beating a friend is much more fun than beating a computer. The split screen mode doesn't lose much graphically but the handling does change slightly. Rather than being slower though, it is slightly faster and more twitchy, however this does not detract from the fun to be had at all.





► Buoy oh buoy oh buoy.



► Fancy a drink?



► Look, no hands!



► Look, no feet!



► Look, no teeth!

Nintendo have really come up with the goods on WaveRace 64. From the second you start playing everything feels just right. You honestly believe that you are racing across water, the handling feels so perfect that you never doubt that it is anything else. This is the kind of software we need to really show the world just what the N64 can do. Every N64 owner should buy this game.

Pete

you pass will give you an extra few miles an hour of speed until you reach the maximum speed and hear the commentator cry, "MAXIMUM POWER". Miss a buoy though, and you'll lose all of your speed, miss five buoys and you're humiliatingly disqualified. This gives the extra

the feel you get from it is amazing. Without the analogue control WaveRace 64 would not be quite the game it is, but you'll have to try it for yourself to find out what I'm really saying. You just can't imagine it from looking at screen shots or reading a review. Another thing you can't picture

Unlike most racing games though, WaveRace 64 does not simply rely on the pure speed thrill to hook the player.

boost of challenge to keep you playing into the wee hours of the morning.

The handling of your jet ski depends on the water conditions so in reality no race will ever be exactly the same. Of course the same wave will usually appear in the same place but if you come at it from a different angle the feel will be totally different. Something different will be thrown at you on every race and learning to deal with these will take you an absolute age. This brings me onto the new Nintendo analogue controller. Never before has a joystick been so perfect for a game. You are able to control exactly how much you turn your ski to the nearest pixel and



► Big air.

from screen shots is the speed of the game and believe me, WaveRace 64 runs at a fair pace. Although not a speed fest, it reaches a good number of frames per second and is no poncy sail powered boat. Unlike most racing games though, WaveRace 64 does not simply rely on the pure speed thrill to hook the player; it's every aspect of the handling, speed and the X-factor that makes it the gameplay treat it is. The X-factor is the thought in the back of your mind of what is going to happen next? Will there be a swell that crashes you into a sea wall? Will an opponent clip you from behind and swipe you off your steed. Can you catch the crest of the wave and just clinch first place by milliseconds? This is why the game is such a pleasure to play.

The 'Ridge Raceresque' commentator also adds to the excitement generated in competition with phrases like 'you're in first' and 'not bad'. Like all commentators though it does become a little annoying after a while, but you won't be concentrating on what he's

got to say anyway. The engine noises are competent but the real treat sound wise has to be the general sound effects such as the noise the water makes as you catch the crest of a wave or the crash when you lump yourself into an oil tanker or sea wall.

WaveRace 64 is one of the first releases for the new Nintendo machine and if this is anything to go by we have a lot to look forward to. Graphically the game is breathtaking, there's no 'glitching' or 'pop up', just pure, perfectly drawn, rendered and animated visuals that get you hooked from the word go. The challenge will last longer than any other racer due to the amount of gameplay options. There's even a course reverse option once you've completed the championship mode on the hardest level. Although it's hard to compare WaveRace 64 to other games in the genre, in my opinion Nintendo have created one of the best racing games you're likely to play this side of 1998. Usually you'd find a paragraph or two giving you the down points of a game in

a review. I've had to omit this though because I simply can't fault it. I can only assure you that if you buy this game you will not be disappointed. If you want one of the most playable, best looking, challenging video games in history then look no further than WaveRace 64, it really is amazing. Nintendo have done themselves proud. **Saul ■**

Published by: Nintendo
Telephone no: 01703 652222
Release date: April 1997
RRP: £59.99

scores

graphics	96
Perfect, what more can be said?	
sound	87
Everything you'd expect, nothing really special though.	
gameplay	96
I'd rather jet ski around the beach than watch Pam Anderson sun bathe on it!	
lifespan	92
It's got that all important 'one more go' factor which will keep you playing for months, and more.	
overall	94
Stunning gameplay and graphics. Buy it!	

Shadows of the Empire

...With the new film coming out in the summer, 1997 is going to be the year of Star Wars. However, LucasArts have brought the first Star Wars product of the year, **Shadows of the Empire** to the N64...

EVERYTHING
FROM YOUR
REBEL CRAFT TO
THE IMPERIAL
DROIDS TO THE
HUGE AT-AT'S
LOOK AS THOUGH
THEY HAVE
COME STRAIGHT
FROM THE FILM
AND ON TO YOUR
SCREEN



► Watch out for the props as you jet pack down the shaft.

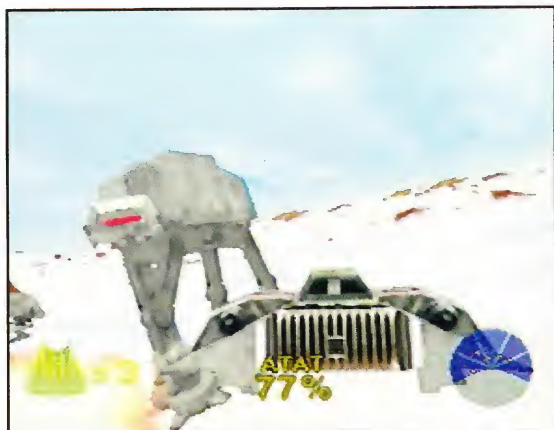


► There's no cover, so take them out fast!

First heard about over a year ago now, **Stars Wars: Shadows of the Empire** caused quite a stir when it emerged. I myself have been looking forward to this game ever since I knew it was on its way as I am a huge Star Wars fan. Not the type who buys box sets, wide-screen versions or any version you can get, by the way. Anyway, the team at LucasArts have been working hard for the last year and the finished cart has finally arrived, and we've been putting it through its paces. So, is it any good?

The answer to that is yes, and no. No matter how well a Star Wars game plays it will be destined to sell a 'Death Star' full of copies. Thankfully though, **Shadows of the Empire** plays extremely well, most of the time. Unlike **Dark Forces** and **Tie Fighter**, **Shadows** doesn't just consist of one game engine so the gameplay is quite varied. Couple this with great graphics throughout most of the game and you should be onto a sure-fire winner. Commercially yes, but somehow I am just not convinced.

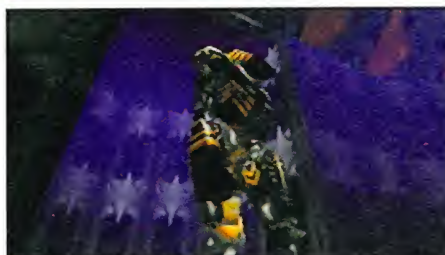
Granted, the flying stages are excellent, probably the best of this type so far on any machine. The graphics are perfect renditions of their film



► Wait for the signal before you fire your tow cable.



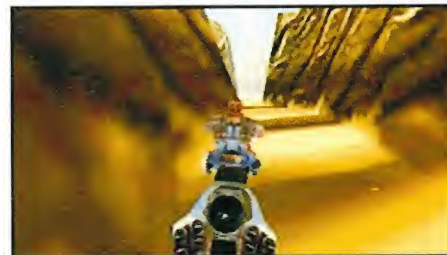
► Plenty of Storm Troopers for you to take out.



► The Gladiator Droid: 'another one bites the dust'.



► Boba Fett rears his ugly helmet!



► I know, let's watch paint dry instead.

HARDWARE

No Star Wars or Doom game would be complete without a whole host of weapons to use, and Shadows of the Empire is no exception.

Blaster

The blaster is the default weapon and does not cause much damage but it is rapid firing and also recharges itself so no ammunition is required.

Seeker

A short range missile that packs a punch but is useless against end of level bosses.

Flame Thrower

Makes very few appearances in the game but this flame thrower is useful in close combat when you can find it.

Pulse Cannon

Very rapid firing and quite powerful but you couldn't hit a barn door from six yards away with it.

Stunner

Stupid purple ripple gun that freezes all things living in its path.

Disruptor

It's not very smart to use this smart bomb when Dash is close to the impact point as it will injure him as well as destroying everything else in view.



counterparts. Take for example The Battle of Hoth, which incidentally is the first and by far the best level. It sets you in a Snowspeeder as you fight to save your base from being run over by Imperial Scout Walkers and AT-AT's. Very reminiscent of The Empire Strikes Back, which is a good thing. Everything from your rebel craft to the Imperial droids to the huge AT-AT's look as though they have come straight from the film and onto your screen. The feel and excitement you get from taking out

Millennium Vulcan variant. These take the form of target practice levels where you take control of the gun turret and take out as many Imperial Tie fighters as possible. These levels are good fun but the real excitement comes on the final stage where you take control of the whole ship and its blaster. Here you have to destroy Skyhook which is the equivalent of a Death Star, in true Star Wars style. Instead of flying through a trench though, you have to fly right into

impressions when he moves, especially when he strafes. The perfectly drawn and detailed enemies are a different matter though. Taking out a Storm Trooper or cloaked Imperial guard as you strafe around the corner really does give you the feeling of being there, or at least being in the film. The atmosphere of the Doom levels is second to none and you don't even have to be a Star Wars fan to appreciate it, but it does help. The first level of this type, Escape

No matter how well a Star Wars game plays, it will be destined to sell a 'Death Star' full of copies.

a Scout Walker is second to none as the craft and everything around it looks and even sounds like how it would in real life. The handling and speed of your Snowspeeder is also excellent. Circling Scout Walkers and flying through the legs of an AT-AT is a real pleasure once you have mastered the controls. You're even able to harpoon the AT-AT's, then circle them with a steel tow cable. Watch them fall to the snow covered ground in a crumpled heap of perfectly drawn and rendered metal. Very satisfying indeed. Subsequent flying levels place you in the Out Rider, a cool looking

the heart of Skyhook and destroy its Power Core. The graphics here are faultless and the gameplay is perfect. The flying levels really do give Shadows its only real hold on you.

The main part of the game takes the form of a Doom look a like although unlike Doom you can play with your character in view. Talking of characters, throughout the game you are in control of Dash Rendar, a rather poor Han Solo rip off which is a little disappointing. A bit more thought could have gone into the presentation of Dash who often looks as though he's doing Tom Jones

from Echo Base is stunning in places. For instance watch the Millennium Falcon take off in front of you as you run through a hanger blasting Storm Troopers with your laser. Another great touch is the ice floor cracking underneath you once the generator has been activated, making it that little bit tougher for you to escape once your task has been completed. Sadly though, memorable parts like this are spread very thin throughout the game. There are altogether six levels in this vein, which doesn't sound like much but they'll take you a while to get through on hard or Jedi mode. One word of warning though, do not play the game on the easy level as you'll complete it in a day or two and you'll feel a certain lack of fulfilment from it.

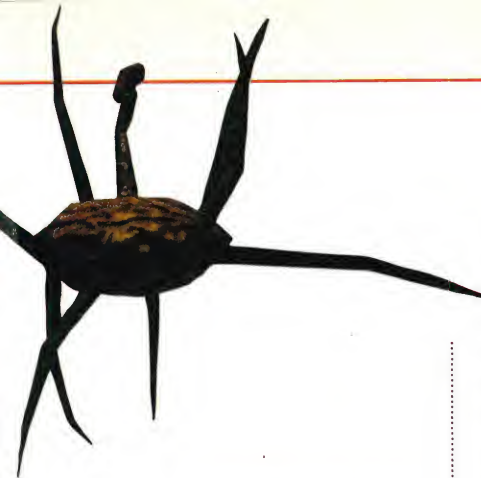
There are variations on the Doom idea, such as the Ord Mantell Junkyard or the Gall Spaceport level which give the game a little more longevity. The latter sets you on a



► Watch out, you've just blasted Red 5.



► Luvverly view!



I'm sure most Star Wars fans will find plenty to enjoy in Shadows of the Empire and it isn't a bad game by any standards. It's just that I can't help but feel frustrated that, with the huge amount of technology and material at their disposal, LucasArts haven't come up with an earth shattering title worthy of its licence. As it stands S.O.T.E. is a nice game, but still a let down for me.

Pete

series of ledges circling a mountain. Getting around these ledges can be extremely frustrating but once you get to the Spaceport you get to use the jet pack. This breaks up the level

nicely but more thought could have still gone into it. Just flying from rock to rock and taking out a few gun emplacements is not my idea of addictive gameplay. Likewise the Ord Mantell Junkyard level is a great idea but it fails in its execution. You have to make your way through a huge space dump (that's rubbish dump by the way) on a series of transport trains. Jumping from train to train and avoiding girders is fun for the first five or ten minutes but half an hour later... However, I must say that this level does look extremely good so at least it has something going for it.

Lastly and by all means least on the level front is the Mos Eisley level. 'What a pile of utter turd' basically sums it up. This is probably the biggest missed opportunity on a video game to this day. The makings of an excellent level actually turn out to be a completely unplayable exercise in crap game design. Picture this: You have to fly your hover bike through the streets of Mos Eisley in an attempt to thwart a gang of bikers trying to kill Luke Skywalker. When you catch them up ram them into the street walls and houses on either side. This is where things start to go terribly wrong. Your bike, although basically easy to control, is made impossibly difficult to handle due to the size of the streets and passageways you have to ride it through. You'll be bouncing from wall to wall as you struggle to keep your bike in a straight line then out of nowhere you'll end up at a dead end. I couldn't print the expletives that spilled from my mouth when I was playing this level. No wonder they have made it impossible to die on your hover bike as you would never get to the next level if it were. Maybe this level was designed with people using 'The Force' in mind as you'll have to be something special to play and enjoy it. Whether this was just a last minute attempt to beef the game up or a feature from the start I



► Give the Imperial AT-ST a tow.

don't know but they could have made it so much better than this.

Audio wise, Shadows of the Empire cannot be faulted. In fact, it probably has the best sound and music on any N64 game so far. The original feel of the Star Wars music is here in all its glory with its large orchestra sound which adds to the suspense of some of the levels as it fades in and out, almost unnoticed. The sound effects are also straight out of the films. From the metallic crunching and clanking of the Scout Walkers to the crisp laser fire flying around you at all times. No problems here then.

The game does surprisingly gel together to form a nice package with an interesting story line. Die hard Star Wars fans may well feel that the plot isn't deep enough but they'll be in the minority. Each level is split up with a number of different sequences, some animated and some still. They all add to the atmosphere of what is basically a competent Star Wars title with just a few flaws in its execution. You won't be disappointed with this game for the first week but after a while you'll start to notice that at times it is incredibly boring. The Snowspeeder level will keep you hooked for ages and blasting Storm Troopers off ledges is great fun, at first. It's a shame as being a fan of Star Wars I really did want this game to be something special but I'm sure people will find it worthy of the N64. If you're a Star Wars fan (lets face it, who isn't?), you will enjoy this game, just don't expect that initial buzz to last for long. **Saul ■**



► Use the Force, Dash. Use the Force!

Imperial AT-ST

Known as the Scout Walker in the films, you will first come across it as a boss at the end of Escape from Echo Base. It sounds great and looks better but it will take you out with ease if you try to take it on from the front.

IG-88

IG-88 is after Han Solo and you track him down to the Ord Mantell Junkyard. This guy is extremely annoying as once he has you in his sights, he'll open up with an incredibly rapid firing weapon so make sure that you keep on the move.

Boba Fett

Made famous in the films, Boba Fett is the guy responsible for Han Solo's capture. You fight him at the end of the Gall Spaceport level but once you have taken him out he'll come back for more, this time in his ship. If you have enough lives to spare, take the ship straight on and just keep blasting.

Loader Droid

Not very bright but extremely powerful. You face this boss at the end of the Imperial Freighter level. Make sure you keep on the move and stay away from him and you'll deal with him in no time at all.

Giant Diagona

The Giant Diagona is like a huge underwater plant/spider. It's a very weird looking creature that can be found at the bottom of a huge pool in the Sewers of the Imperial City. Forget its tentacles and go straight for the eye to take it out.

Gladiator Droid

The Gladiator Droid is the last boss of the game and you face it at the end of Xizor's Palace. This guy is quick and he is equipped with a powerful laser beam which will circle the room at times. Don't stay in one place for too long and use jump to get away from the laser.

Published by: Nintendo Release date: 1st March 1997
Telephone no: 01703 652222 RRP: £59.99

SCORES

graphics 89

First and last levels are stunning. The rest of the game - pretty good.

sound 93

True Star Wars orchestra music and excellent sound effects.

gameplay 87

Three types of play: one excellent, another OK and the third...toss.

lifespan 80

The buzz goes after a week or so, it could have been so addictive.

overall 86

It's a Star Wars game, what more can I say?

Mario Kart 64

WHAT do you reckon is the best selling racing game of all time, SEGA RALLY, Ridge Racer or F1? NO CHANCE! It is the classic Mario Kart on the SNES by a mile. Have Shigeru Miyamoto and his team managed to improve on perfection?

Nintendo

THE GAMEPLAY
RETAINS THE
SAME
UNMISTAKABLE
FEEL AND
ATMOSPHERE OF
THE ORIGINAL
AND TRULY
COMES INTO ITS
OWN WHEN
PLAYED IN THE
MULTI-PLAYER
MODES



► This is the second start screen you get if you win all the gold cups in all classes.

Rather than judge the ability of the Nintendo 64 by the quality of Super Mario 64, I personally, was reserving my judgement until I played Mario Kart 64. I'm delighted and somewhat relieved to report that my all time favourite SNES game has been converted into a stunning N64 game.

So what has changed from the much loved original? Well, as far as the racers are concerned they remain pretty much the same, except Donkey Kong Junior who is replaced by his old man Donkey Kong and Mario's mortal enemy Wario has been included at the expense of Koopa Troopa. The

acts much the same as the red Koopa shell. It seeks out the race leader and takes out any of the other racers that get in its path. Triple green or red Koopa shells will surround your kart and also protect it for three hits, or can be used to fire in the usual fashion. Multiple banana skins, which string along behind your kart, can then be tactically deployed on corners. Finally, a super turbo mushroom that can be



► Wario's rally tracks are amongst the best in the game.



► The giant screen mirroring the action is a clever effect.

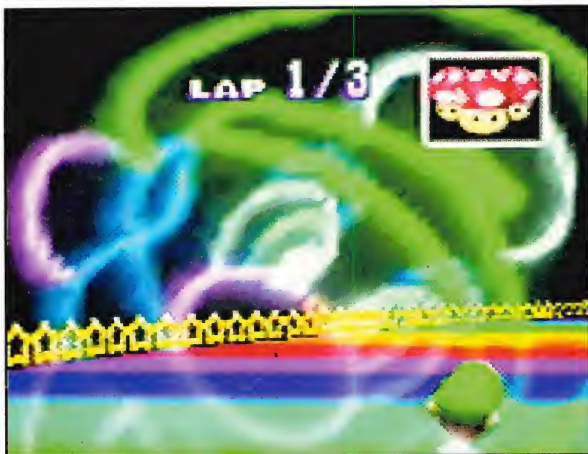
atmosphere of the original and truly comes into its own when played in the multi-player modes. One thing I must

Super Mario Kart 64 is tremendous fun and you will be playing it for a long, long time to come.

weapons include several new additions including a Bowser missile, which is a spiky blue Koopa shell that

used numerous within a certain time limit. The gameplay retains the same unmistakable feel and

make clear to anybody that has never had the pleasure of playing Mario Kart on the SNES is that you don't



► The Rainbow circuit on the special cup is positively trippy!



► Princess Peach has gone off on a tangent here!

shells or banana skins, within seconds they are right on your tail again. Conversely, when you are at the back of the field you are always aware that the computer is trying to 'make a race of it' by giving you the best power-ups and all the other computer controlled racers seem to suddenly slow down. I also feel that the weapons seem to play a greater part in the races, especially in multi-player games. You may have had a

THE PLAYERS

THE HEAVY WEIGHTS

The heavy weights (Wario, Donkey Kong and Bowser) have slower acceleration than the other racers, but better top speed and can push the other lighter racers around.



Mario's arch nemesis Wario replaces Koopa Troopa from the

original SNES version, while Donkey Kong replaces his son Donkey Kong Junior.

THE MIDDLE WEIGHTS

The middle weights (Mario and Luigi) are best for beginners, with good all round acceleration, top speed and handling. Although they can still be bullied by the heavy weights, they can push the smaller racers around.



THE LIGHT WEIGHTS



The light weights (Yoshi, Kinopio and Princess Peach) have blistering acceleration and leave the big guys for dead at the start line, but have the serious disadvantage of getting battered all over the place by the other racers.



have to like either Mario or cutsey cartoon characters to enjoy playing

Mario Kart 64. It stands up as a great racing game in its own right and although on the surface it may appear to be merely a fun little racing game, your opinion will drastically change as soon as you play it with one or more friends. Just watch as Mario Kart 64 gets its hooks into all who play it and brings out the demon competitor in even the most passive of souls!

Sadly no game is perfect and there are a few

minor niggles that spoil Mario Kart 64. Firstly, when playing in one

superlative race and led from the first lap, but just as you get onto



► Freeze the action! Can you guess what happened next?



► The Koopa castle stages are the trickiest by far.

the last lap, the talentless git in last place will pick up the Bowser

Your opinion will drastically change as soon as you play it with one or more friends.

player mode, it soon becomes obvious that the CPU is cheating its ass off! It doesn't seem to matter how well you are racing and how many times you hit the computer controlled cars with

smart missile and take you out with it, usually resulting in you going from first to last place, and leaving you with no chance of recovering in time to get



► The reverse tracks make Koopa Castle much harder.



► Luigi is probably the least selected player in our office.



► I bet he's bitter about all the attention his brother gets.



The 16 courses each have their own individual feel to them; there are lots of short cuts and hidden sections to be discovered.

amongst the top places. Don't think that I'm nit picking here, it's just that surely in a racing game the emphasis should be on the racing and not on the weaponry.

One of the big pluses is the three/four player mode, which is instigated by having the screen divided into quarters and each racer using their own window to view the race from their chosen character's perspective. This works remarkably well, with no noticeable slowdown, although the sound effects do get a

bit hectic. The 16 courses each have their own individual feel to them and as you would expect, there are lots of short cuts and hidden sections to be discovered. For instance, on the Noko Noko Beach track, there are two short cuts that can make all the difference to the outcome of the race. The first comes after you have

MODES OF PLAY

GRAND PRIX

One or two players can battle it out in a Grand Prix for four different cups (Kinoko, Flower, Star or Special) raced over four circuits. You can choose to race in either 50cc, 100cc or 150cc engine class. If you win all the gold cups in each of the different races at 150cc class you will be



rewarded with the end sequence and presented with a new start screen. You will also have the new mirror mode option available.



BATTLE

Two to four players can compete over four courses. Both players start with three balloons attached to the back of their karts which signify how many lives they have. Any player's kart which gets hit or comes into contact with a shell, banana skin or drops into lava/water will cost the player one balloon (life). The last player to have a balloon left is the winner.



VERSUS

Two to four players can compete against each other without the interference of any CPU controlled cars. The players can choose to race on any of the 16 tracks. For added fun on the



versus tracks, there are bomb buggies which weave all over the tracks trying to catch drivers unaware.

TIME TRIAL

To hone your karting skills to perfection you can race against the clock without the distraction of the other drivers, power-ups, etc. You can race on any of the 16 tracks and if you get a good time you can then select to race against a ghost version of yourself, or save your ghost racer to your own memory pack to let your mates compete against it.



I've been waiting with a great deal of anticipation for the arrival of Mario Kart 64 and I'm glad to say the wait was worthwhile. The sheer playability of this SNES conversion will hook you from the outset and the depth of the game will keep you playing for months. Add to this a great four player mode, and Nintendo have got another winner.

Saul



► Notice the cheeky use of certain well known logos in the backgrounds.



► The ghosts on this course sometimes obscure your view.

CIRCUITS



There are 16 circuits in all and each racer has his/her own track. Some of the tracks are visually astonishing with some wonderful effects, such as the Kara Kara Desert circuit



where you have to cross over a train track. If you are unlucky, the train will be coming at the same time, leaving you with



the quandary of either slamming on the brakes and hoping you stop in time or going for it and taking the risk that the train will not flatten you. Another of my favourite tracks is the Kinopio Highway, where you have to weave in and out of the traffic and attempt to collect your power-ups from the hard shoulder, forcing you to pull off the road and then attempt to rejoin the traffic

flow without being run over.



driven over two ramps, there is a third ramp that faces into the wall of a mountain. Get the angle right and you will go straight through the mountain and come out the other side of a waterfall, cutting a whole corner of the race off. Further on, there

is a huge long thin ramp, that if negotiated properly, will propel you

borrowed of all the N64 games. I think that probably tells you more about

It stands up as a great racing game in its own right.

clean across a hill that you would otherwise of had to go around.

Mario Kart 64 than I ever could. Despite its flaws, it is tremendous fun and you will be playing it for a long, long time to come. **Pete** ■

The control method for Mario Kart 64 is greatly aided by the use of the analogue stick to steer your kart. This allows for very precise steering. The Z button (trigger) is used to activate your power-ups/weapons. A nice feature that has been added is that certain power-ups (green/red Koopa shells, bogus power-up boxes and banana skins) can be stored at the back of your kart, protecting you from a hit from behind. This is done by holding the Z button down and only releasing it when you want to use your power-up.

I can't imagine any sane N64 owner not going out and buying this as soon as Nintendo deigns us poor souls in Europe worthy of its release. Since its arrival in the office, Mario Kart 64 has been the most played and often

Published by: Nintendo Release date: September '97
Telephone no: 01703 652222 RRP: TBA

scores

graphics 94

All the characters from the world of Mario are drawn perfectly. Some of the effects are truly breathtaking.

sound 90

Some great tunes. Each racer has his/her own set phrases and effects.

gameplay 96

The controls are extremely easy to master making it enjoyable from minute one.

lifespan 96

It's got that all important 'one more go' factor which will keep you playing for months and months.

overall 93

Mario Kart 64 is without doubt a quality title of the first order, it is just a shame that it is slightly let down by a few minor flaws.

Super Mario 64



...hYPed beyONd beLief, Mario 64 is the first reAL 3D adventure game. Does NiNtendo's flag sHIP title livE UP to thE hYpe thEn? Yep..

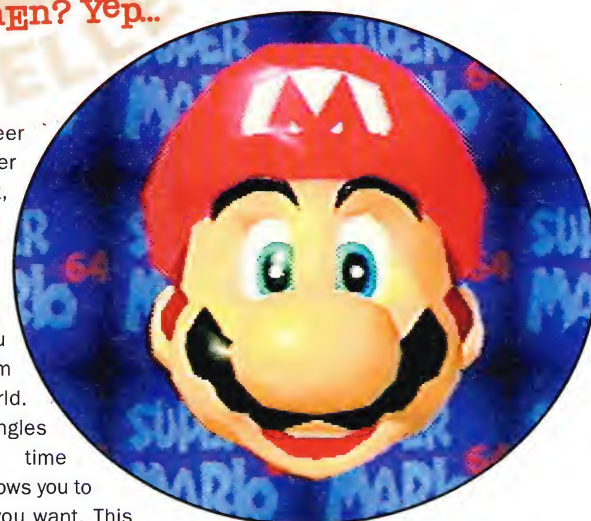
For those of you who have been living with your heads in the sand, ostrich style for the last ten years, let me enlighten you on a certain video game character called Mario. Mario, the Italian plumber has starred in countless great games since Nintendo first used him in a supporting roll in Donkey Kong. From there, like many of today's top actors, Mario has worked his way up to becoming the star in his very own show. First appearing on the NES, Mario titles have been at the forefront of gaming and the latest offering for the N64 continues in this tradition.

This tradition, however, is the only tradition that Mario 64 follows. It's a platform game with a twist, it's in real time 3D. No fake 3D or special effects to fool you here, this game is the genuine article. Certain software houses have dabbled in 3D platformers for certain machines in the last year or so but none of them have come up with anything that even

gets close to the sheer brilliance of Super Mario 64. For a start, the other 3D games are all very linear, which leads to a lack of depth. However, in Super Mario 64, you have the total freedom of a complete 3D world. No tracks or set angles here, just a real time environment which allows you to do almost anything you want. This world is a living, breathing place where anything can happen, and it usually does. At first, you'll find it hard to comprehend or understand the depth but after a while you'll sink into what has to be the deepest and most fun gaming experience to this day.

The story line is the usual: Rescue the Princess, save the kingdom drive but this doesn't really matter so we won't dwell on it. What matters is how you have to go about rescuing the Princess and saving the Kingdom. It's not as straight forward as working your way

through each level trying to reach the end, oh no. To finish the game you need to collect seventy Power Stars. Only then can you enter the final level to rescue the Princess and defeat Bowser, who's back yet again. There are fifteen courses in total and all of them contain seven



Power Stars. This means you have to visit a course seven times to collect all of its stars. Don't fret though, you get



► What a lovely example of stained glass workmanship, eh?



► A rolling stone gathers no moss, as you can see.



► Greenpeace would have something to say about the state of that water.



► What could be behind that door?

FROM JOLLY
ROGER RAY TO
SHIPPING SAND
LAND, EVERY
SINGLE COURSE
HOLDS ITS OWN
UNIQUE TRAPS,
TRICKS AND
SURPRISES



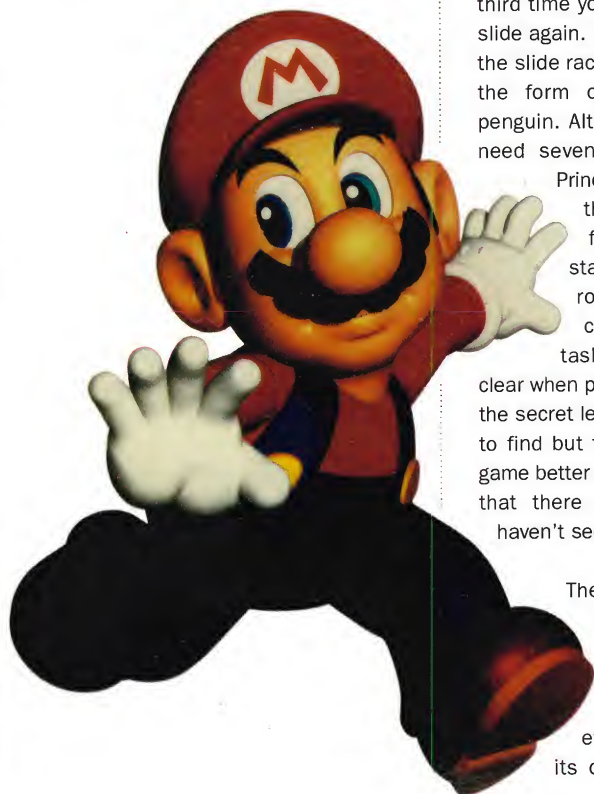
Land in the volcano? It's a case of out of the frying pan and into the fire!



Follow Boo to get to the haunted house.



Lucky Chomps on a chain.



a different task or job to do every time you visit a course so although most of the scenery is the same, the gameplay is not. For instance, in the Cool, Cool Mountain world, the first task is to get

With an endless drop into deep chasms on either side, you have to keep your cool in order to get your star.

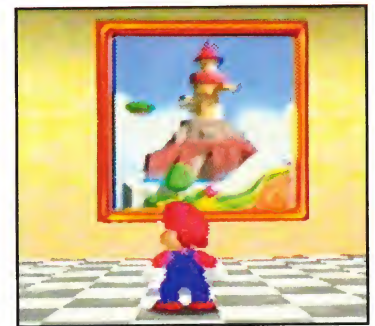
to the bottom of an extremely long and hazardous snow slide. With an endless drop into deep chasms either side you have to keep your cool in order to get the star. The next time you visit this world though, things will be totally different. This time you have to find a baby penguin and transport it down the slippery mountain slopes to its mother waiting at the bottom. The third time you come, it's back to the slide again. But now you have to beat the slide racing champion, who takes the form of a rather large blue penguin. Although I've said that you need seventy stars to rescue the Princess and finish the game, there are actually 120 to find in total. These extra stars can be found in secret rooms and levels or by completing certain special tasks, which will become clear when playing the game. Some of the secret levels will take you months to find but the wait only makes the game better because you always know that there will be something you haven't seen yet.

The fifteen courses, or worlds, are the basis of Mario's quest. From Jolly Roger Bay to Shifting Sand Land, every single course holds its own unique traps, tricks

and surprises. All of the course can be reached from the Princess' castle but only a few of them can be accessed at the start of the game. Most of the courses require you to have a certain amount of stars before you can access them. This allows you to uncover the game at a good pace as you start to learn more and more about it. Don't worry though, there are four save game slots on the cartridge so you don't have to start from scratch every session. The variation in each course is astounding as you'll find new features in every world which takes you that one step further than the last. Also certain actions on one world may trigger something in another world or in the castle, which means you always have to keep your eyes open to spot a

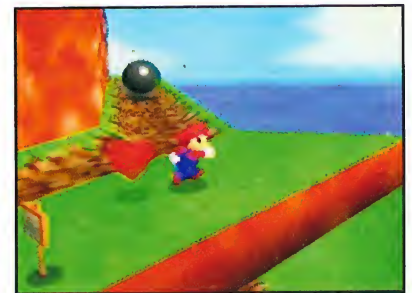
slight change in the scenery. For instance, to drain the water from the moat surrounding the castle, you have to enter the basement and perform certain tasks. You can now jump into the dry moat and enter a new area. In this area, you'll find the Green Cap switch which allows you to collect stars on various other courses. So, although there are fifteen separate courses, they are all linked in one way or another. You are in a huge world that can be explored at your leisure and not, like all other games, at the leisure of the games designer. Choosing which course you go to next depends on how many stars you have, but there will always be at least two or three courses open to you at any one time. Completing all of the courses, finding all the stars and secrets will take you months and still you'll be coming back for more.

Some of the levels involve Mario getting his feet wet



What would happen if I jumped into that painting?

and going for a swim, which is not revolutionary to a Mario game but how you do it is. Seen in true 3D, some of the underwater scenes are truly amazing. Conga eels, huge clams and schools of sprat like fish all join you in the water to create a beautiful scene, but don't be taken in too much by this as there are plenty of things to harm Mario, like drowning for instance. On



Run through the heart to boost Mario's energy.



Bob-omb is the first boss. He is a huge bomb, funny enough.



Mario the dare devil aims too low and is about to come into contact with an extremely hard brick pillar.

A PLUMBER OF MANY TALENTS

Mario's been in training since his last game and it's certainly paid off. He now has a whole host of moves at his disposal for fighting off the advances of any of the characters he'll come across on his travels.

The Italian Stallion

Mario fancies himself as a bit of a hard man these days and with this repertoire of attacking moves, who could blame him?

Punching

Crack that Koopa on the jaw, just make sure you can get close enough without losing energy.

Stomping

The stomp is a sure fire way of taking out some of the smaller enemies, but don't use it on the larger ones.

Butt Stomp



This is a very powerful stomp which can be done by jumping and then hitting the 'Z' button whilst in the air. It will take care of some of the larger enemies as well as breaking blocks and knocking posts into the ground.

Slide Kick

Run toward an enemy and push the 'A' button to make Mario slide, then kick them.

Jump Kick

Mario goes Kung Fu with this aerial high kick. Pushing the 'B' button whilst in the air will make Mario perform the move, it's useful for knocking things over as well as attacking.

Sweep Kick

Crouch then press 'B' to perform a Sweep Kick, Mortal Kombat style. More useful than the punch but still a little risky.

Jump, jump, a little higher.

The new jumps Mario has at his disposal are highly spectacular and at times extremely useful.

Long Jump

Very useful move so make sure you get to grips with it early on. Run, hit the 'Z' button then press 'A' for a huge jump.



Triple Jump

Very easy to perform, just jump three times in a row and the third jump will be long and high.

Wall Kick

Useful for taking shortcuts. Jump up to a wall and, once you hit it, press jump again to bounce off it.



Backwards Somersault

This jump can reach the parts that others can't reach. Stand with your back facing the ledge you want to jump onto. Press 'Z' to crouch then press 'A'. Mario will now

perform a spectacular high back flip.

Side Somersault

More of a defending manoeuvre than a helpful jump. Run forward then turn sharply and press jump. The somersault will be high but quite hard to position.

course three, Jolly Roger Bay you have to swim down to a sunken pirate galleon to get the first star. Before entering the galleon, though, you have to lure the huge eel away from the entrance. Once inside, open the chests in the correct order to refloat the ship. When the water has gone, you have to get to the top of the ship to collect the star. This is made harder by the slippery wooden boards and the green algae in your path. This scene reminds me of the Mary Rose in dry



► Bowser returns and it looks as though he's had some surgery since the last game.

jump off the top of the slope and sky dive to the bottom for maximum spectacular effect, but you'll end up losing energy. This scene is taken



► the Whomps, as mentioned earlier, are nothing more than living paving slabs.

dock after it was raised. A bit sad, I know, but take a look for yourself and you'll see what I mean.

Other levels involve Mario being blasted from a cannon, running down steep walls or simply taking to the

straight out of the newest bond movie, Goldeneye, when 007 bungie jumps off the dam, nice one. Flying using the Wing Cap is also great fun, although it will take you some time to get to grips with. You can get some lovely views of the level when Mario takes to the air

Some of the secret levels will take you months to find, but the wait only makes the game better.

skies using a Wing Cap. One of my favourite parts of the game is the entrance to the area where you can find the Green Cap switch.

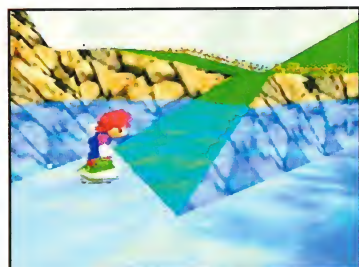
After entering the hole in the moat, you will find yourself at the top of a steep slope. To get to the bottom, all you can do is hurl yourself down the slope. Watch Mario hurtle down the screen as the camera pans out to give you a full view of the size of the drop. You can

but make sure your cap doesn't run out when you are flying over a hazard, such as a lava pool or a sheer drop.

Graphically, Super Mario 64 is outstanding. If you ever wanted a game to impress your mates with then this is the one. Mario's movements are all perfectly animated and there are a bucket load of them to boot (see boxout for more). The abundance of camera angles let you play the game exactly how you want to and different views can be switched easily by the use of the



► Was that a Red Arrow I just saw?



► Almost as good as WaveRace!

This game has been hyped beyond belief, which makes it all the more incredible that Super Mario 64 actually manages to live up to it. It is hard to fault such a polished game and its only crime is that you will eventually finish it. The best game ever? God, I hope not. The best game so far? Most definitely!

Pete

shoulder and yellow buttons.

All of the other characters in the game look great and move just as well, except maybe for the Whomps, but how else could you animate a living paving slab? My

favourites have to be Bowser and Bob-omb, but there are so many characters in there that I'm sure everyone's will be different. All of the regular Mario characters put in a show and to see them drawn in beautiful 3D really is a sight to behold. Chain Chomp makes an appearance on the first course and the Ghosts show up in course five. Even Yoshi shows his face, but you'll have to find him for yourself. Meeting the Boo's takes you into the haunted house stage, which is another of my

Floating chairs, possessed pianos and spooked out carousels.

favourites. Floating chairs, possessed pianos and spooked out carousels are all out to get Mario before he can reach the stars. I won't say any more on this level because there are some great surprises. All of the courses are beautifully drawn, the graphics, like the characters, are polygon based and the glitching is kept to a minimum. If you do happen to notice one of the very few graphical glitches, it won't detract from the gameplay or feel of the game. How Nintendo have managed to get Super Mario 64 so polished is astonishing, I've never seen anything like it. Before this game came along you could forgive some of the best games for minor and even major glitches and bugs, but Mario, with the help of Nintendo, has again set the standard for other video games to follow.

The only problem that we have encountered with the N64 so far is that the sound cannot match that of the CD based machines. However, Mario 64 cuts this argument dead as the sound is as good as you'd want on this type of game. We don't want thrash rock or techno when we're playing a

game as surreal and, dare I say it, as cute as this. What we want are the usual Mario ditties that have accompanied every Mario game to date. What we want is what we get with cute little 'choons' playing in the background, which add to the experience you get when playing. The sound effects are also great with Mario shouting as he pulls off a triple jump or the running water effects next to a stream, to name but a few. There's a sound effect for everything that makes a noise in this game, so I can assure you that you won't be disappointed on that front or any other as it happens.

Playing Mario 64 is not like playing any other platform game, or any other adventure game. The gameplay is so varied and the graphics so amazing that you'll wonder if things can get any better than this. As well as collecting coins and stomping Koopas, you'll get

to surf shells, fall out of waterfalls, shoot yourself out of cannons, slide down poles, the list really does go on and on. I can't help but think this is the best that we're going to get on the N64 and, at the moment, that thought doesn't really bother me. Super Mario 64 has to be the best game I have ever played and I'd like to award it 99% or 100% but it's the first game for a machine that has an extremely bright future so I can't do that yet. If no other game tops Super Mario 64, I won't be surprised or disappointed. This is the pinnacle of home video gaming and if this is the beginning for the N64, what will it be like in a year's time? I can't wait! **Saul ■**



► The locals aren't very friendly at this time of year

metal mario

A Super Mario game wouldn't be complete without the chance to collect various special caps to help him on his

way. Super Mario 64 is no different, with the inclusion of three different caps for you to use. The red cap is the Wing Cap which allows

Mario to fly. The Green is the 'metal' cap and will cover Mario in a shimmering film of metal.

This allows him to wade through strong currents. The final cap is blue and is known as the Vanish Cap. This will split Mario into thousands of particles which allows him to walk through

certain fences, and also renders him invisible to enemies. None of the caps are immediately available, as the corresponding cap switch has to be activated before you can collect them. Check out our solution for the whereabouts of these switches.

Published by: Nintendo Release date: 1st March 1997
Telephone no: 01703 652222 RRP: £55.99

scores

graphics 97

As close to perfection as possible, at the moment.

sound 90

Cute ditties and great effects, what more could you want from a Mario game?

gameplay 97

Smooth, fast, revolutionary and most importantly, great fun!

lifespan 97

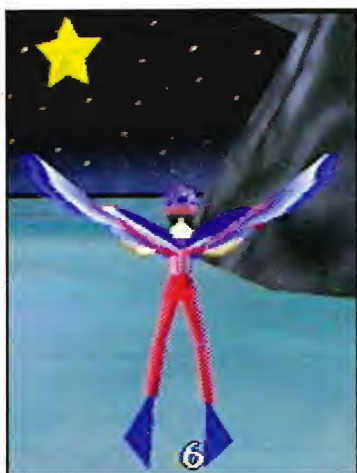
Finding seventy stars will take months, finding all 120 will take forever!

overall 97

The future of video gaming is here today!

Pilotwings 64

...those magnificent men in their flying machines have finished doing time on the SNES, and are now roaming free in the world of 64.



Which way to Alcatraz?

THE ONLY
THING THIS
GAME COULD
TURN YOU
INTO IS A
FLOWER
THROWING
BUDDHIST;
HIGH ON LIFE
AND READY
TO SAVE THE
NEAREST
SINNER'S
SOUL

Pilotwings 64 is so relaxing, after playing it for a couple of hours you'll be in touch with your feminine side - ready to talk about relationships, wanting to go shopping for shoes, and planning the next protest against the nearest motorway being built on your doorstep. If you hear anyone saying that video games mash little kids brains, then hand them a Nintendo 64 with a copy of Pilotwings (to borrow, not to keep!). The only thing this game could turn you into is a flower throwing Buddhist, high on life and ready to save the nearest sinner's soul. If you're looking for adrenaline rushes and fifteen thousand pints of blood then you're a 'dedicated follower of fashion', but if you fancy yourself as a bohemian aircraftsman experiencing beautiful scenery, the wind in your face (not in your pants!), and time on your side -

then, belt up and experience the head rush that only Pilotwings 64 can give.

Firstly, I'm going to babble on about the graphics. The landscapes are only topped by Pamela Anderson's assets, both being easy to get lost in. You start a mission and within 30 seconds you've forgotten about your task, instead you're flying around the scenery looking into hotel windows



Bloody Germans!



Cannon Ball Run.



Where's Toto?

and scouring the towels on the beach. You also receive a whole ambience about the island; planes are taking off

powerboats inhabit the bays, everything is perfect! You can also explore at different times of the day, night time being very spectacular. The only fault with this phenomena is sometimes you do see the landscape being drawn in the distance, but this is very minor and acceptable. Also, occasionally the textures do

Just as you think you have mastered a vehicle, the next mission kicks you right where it hurts!

and landing from the airport, the fairground is a hive of activity,

become fuzzy when close to, but again this is insignificant and agreeable.



Sea Hog.



Touch down.



► Hhmm - Nice hat.



► Super, smashing, great, lovely...

Being the first flight sim developed for the N64, Pilotwings 64 has a lot to live up to, and that's exactly what it does. With graphics that are beautifully rendered and smooth, user friendly controls and gameplay that appeals to all ages, Pilotwings 64 will take you into an element of its own.

Dave



► Take your pick.

The music is fairly standard, it doesn't jump out of your speakers and slap you in the face with a wet kipper - but again, it's not that kind of game. Thundering rock and techno tunes aren't needed to make this game better, but

saying that, a few hippie-style tunes twanging in the background would have been effective. The sound effects are a lot better. The whistling wind, the hum of engines; the buzz of the fun fair, make the whole landscape come alive.

Initially you can choose from three different vehicles - the handling for each of these is very distinct and very different. The hand glider definitely gives you a feel of freedom, and with no other forces except for the wind keeping you afloat, this is the most tricky out of the three to manoeuvre and land. The rocket belt is slightly easier, with combustion on your side this little baby can be steered through any weather conditions and positioned on the landing target quite smoothly. The easiest out of the three is the gyrocopter, this is probably due to the fact that there is an engine on the back and each time you have to land, it's on a runway.

The above paragraph relates to the Beginner Class of the game, and completely changes when you reach Class A, and then changes again when you reach Class B, and yet again when you reach Pilot Class. This demonstrates the brilliant learning/difficulty curve of the missions. Just as you think you have mastered a vehicle, the next mission kicks you right where it hurts! The

introduction of other features - missiles, camera - also adds to the problem. You can fly the hand glider, but can you fly it close enough to a large whale swimming in the bay to take a picture without landing in the drink?

After you receive silver or above on each craft in a level, you'll be able to access an even weirder selection of craft. These include the Birdman, Cannon Ball, Sky Diving, and Jumble Hopper - and again, these are easy at first but get very difficult as you progress through the levels.

You also have six strange characters to choose from, each with their own different coloured crafts, catch phrases and attributes. From what I can gather, no one single character is better than another. They all handle each of the crafts equally, and if there are supposed to be different levels of competence, then I certainly didn't notice it.

Overall, Pilotwings 64 is a very playable game, with good lastability and a high challenge level. I personally think many people's first impressions will put them off the game, which is a shame as it's great to see a completely original game revamped into a completely original game (does that make sense?). **Dazza** ■



► 'I've come for mi' Giro - Copper!

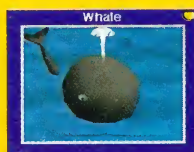


► Hello, Mum.

Say Cheese...



Calling all would be David Baileys. The camera option is brilliant, some levels incorporate this in the task, but many of the levels just allow you to snap away at anything you like the look of. After using up your film and completing the task, you can view your six masterpieces on screen. Great fun!



Missiles!



I know I said earlier that there isn't a sniff of violence in this game, well that's not 100% correct. On certain levels you do have to blow up targets with your missiles, and on one of them you do actually have to fire at a stone giant. But it's all done in the best possible taste!



Not another re-vamp!

SNES owners will have heard or even bought this title many moons ago, but as the sun is rising with the Nintendo 64 on its beams, Pilotwings is one of the chosen few to be released to coincide with its launch. Why? Because the main downfall of the original was that it played on rails, you could only fly in a certain area - the game led you in the right direction. The 64's 'reality immersion' places you in an environment which you have complete freedom in, you can fly wherever and whenever you want. Abfab!

Published by: Nintendo Release date: March 1997
Telephone no: 0181 748 7565 RRP: £49.99

scores

graphics 97

Fantastic! Slight pop-up, but who cares. The scenery is so complex you'd expect it.

sound 80

Music's pretty awful. Sound effects cool.

gameplay 90

Brilliant learning/difficulty curve.

lifespan 89

After the tasks, there's just the sheer pleasure of flying!

overall 90

Great game, especially if you're recovering from heart failure, stress, or an ear bashing from the missus!

Cruis'n USA

...PoLe PosiTiOn, OutRun, VirtUA RacIng, DayToNa and
SegA Rally, all deFinINg moMentS in thE hiStoRy of
thE arcAdE rACINg gAmE gEnrE, bUt Cruis'n USA'?



Tickets, please!

Even if
Nintendo
decides to
release this
laughable effort
for £9.99, don't
buy it. The
control method
is abysmal and
instead of
having any
feeling of speed,
you are left with
the feeling that
your car is
stationary and
the scenery is
moving past it.
Utterly dismal.

Pete.

The first question you have to ask here is, why? Why choose to convert, or should I say port a below average arcade racer to such a spanking machine as the Nintendo 64? In my

eyes the project was doomed from the start. Playing the game only backs this up. With such competition around in the arcades in 1994, I can assure you that none of my hard earned nuggets went into this particular slot machine.

Firstly, Cruis'n USA is a direct port from the arcade and it manages to keep the graphics and the gameplay as close as possible to the original. However, this is not up to the standard of the games we have seen so far. With the arcade machine released in '94 you'd think that Nintendo could have improved the game to bring it up to date for the arrival of the N64. Keeping the game in its original form was the first big mistake. The second big mistake is the almost uncontrollable handling of all four of the featured cars. The steering is extremely

Try hitting a lamp post and watch it flatten underneath your car!

twitchy making it difficult to take corners smoothly and precisely. Hit a car or an obstacle and you spin off in the most annoying fashion. The analogue joystick doesn't help one little bit either. So why make the control so awful? Surely the play testers at Nintendo's infamous quality control noticed that it was cack? Having said this, the cars are a little

easier to control in the first person view, but this doesn't make up for the overall lack of realistic handling.

Graphically, the game is no more than average, just like its arcade counterpart. It doesn't astound you, but then it doesn't make you sick, unless you stare at the tread mill type road for too long! The scenery is pretty and well drawn in places but tends to be sparse and repetitive. Some of the interactive scenery is quite laughable though. Try hitting a lamp post and watch it flatten underneath your car in a 'Prisoner Cell Block H' fashion. One of the desert levels features a train that you have to beat across the rails, which is a nice touch but things like this are few and far between. The tracks in general are competent in design and the game takes the Outrun stage route rather than the more conventional separate track idea. You'll slowly make your way across the ol' US of A via the desert, Beverly Hills and Chicago to your destination, Washington. All of the cities are themed, for instance you have to drive alongside an overhead railway and burnt out cars in Chicago. The cars in the game are well drawn but they do not really impress, like the jet skis in WaveRace 64 for instance.

As well as your opponents' cars, you will have to avoid and overtake other traffic which does add a little, but not a lot, to the game.

The sound doesn't even lift Cruis'n USA out of the doldrums. There maybe something wrong with my ears but I couldn't hear much engine noise over

**TWO
PLAYER
FUN?**

If you can persuade a friend to spare five minutes, you can indulge in some split screen action. Some fun can be had by ramming your mate into a bridge or a police car, but don't expect to be playing until the early hours of the morning. Well at least they tried.

the racket they call music. Today's discerning gamers really do require more ear candy than a few little ditties knocked up on a Casio in five minutes.

There's no real excitement when playing Cruis'n USA. In fact it's more annoying than anything else. The graphics are average and the gameplay needs a lot of work to take on the might of Mario Kart 64 and WaveRace 64. With a whole host of racing games in the pipeline, Cruis'n USA is going to be the first one to bite the dust and I can assure you that with the competition it faces, none of my hard earned nuggets are going to be spent on this. **Saul**



Two player - double the crap.

Published by: Nintendo
Telephone no: 01703 652222
Release date: Who cares!
RRP: TBA

scores

graphics 70
Competent, but I expect more from the N64.

sound 50
Oh dear, the Beach Boys on acid meet Burt Bacharach.

gameplay 60
Poor handling makes for frustrating play mechanics.

lifespan 50
Plenty of stages to see, but once you've seen them...

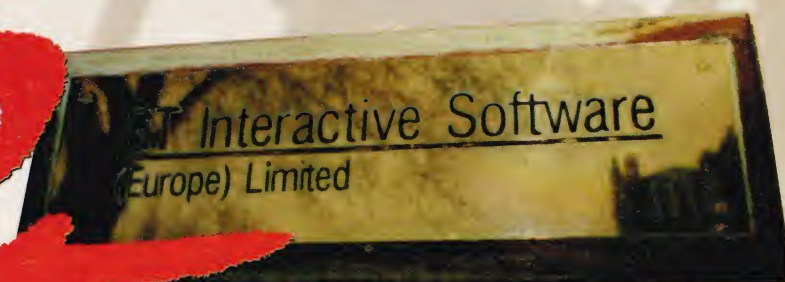
overall 49
The first N64 turkey we've played.



Interactive

The House that Doom Built

GT Interactive are less than two years old but have already built a software empire that puts them in the same league as the likes of Electronic Arts. So what is their secret, does something sinister lie behind the doors of the publishers that brought terror home to the masses in the form of Doom and Quake? 64 extreme went to their gothic HQ in NW1 to find out.



GOOD TIMES AHEAD FOR GT?

Much like myself, I would imagine that most gamers have heard of GT Interactive, but have no idea where they come from or how they became so big, so quick. I mean, there I was, travelling up north to London, speeding away from the 64 extreme offices in Poole (home of the genetically challenged) and it suddenly struck me that I didn't even know what GT stood for. Golden Touch? Groovy Trevor?... "Gorgeous Tarts", offered Russ helpfully (my trusty photographer). No, surely not! Was it just me, did everybody else know? Was it



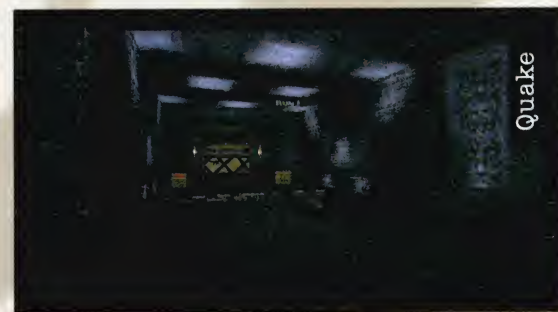
The Crew and Ed

the yellow snow all over again?... "Actually, it's Good Times, but we try to keep that pretty quiet", said Peter Hawley, GT's PR whiz and resident games guru. Good Times! Hardly the sort of dark and moody name you would expect to belong to the home of satanic, first person shoot 'em ups. No wonder they keep it quiet.

Now we've got the name sussed out, what about the rest. A further bit of snooping and all was revealed. GT Interactive are an American owned outfit, who started life as video distributors (just like our friends, THE!) specialising in budget range films. This was obviously a good move, because in no time they had a huge, extremely lucrative distribution network. A mere 18 months ago, GT expanded into software. They had 50 members of staff with

a turnover of \$10 million. Today they have 700 employees with a turnover of \$500 million. I think we can safely say that GT are a rather ambitious company. They have voraciously gone about either buying into or buying out numerous companies of all sizes. Amongst them is Warner (which has given them offices in France and Germany), Odd World Game Inhabitants, Apogee, 3D Realms, Wizard Works and several others (my memory isn't what it used to be!). Oh yes indeed, GT Interactive are major league players, nowadays. They must have their rivals Quaking in their boots. How about that for masterful control, over 300 words written about GT before I mentioned Quake! The clamour to get this hot property onto various console formats first, is reaching epic proportions. Personally, I think that only the N64 possesses the necessary power to handle a decent conversion of Quake, so N64 owners can't lose whatever happens. Besides which, we have the mouth-watering prospect of Doom 64 and Duke Nukem 64 to keep us going for a while.

GT Interactive are set to be, by far, the most prolific third party publishers of Nintendo 64 games, even rivalling the mighty Nintendo for software output over the next year. This rapidly growing company was kind enough to invite us along to their wonderfully gothic headquarters in Marylebone



Road, NW1 and allowed us a preview of some of their forthcoming N64 games. Just to give you some idea of how fast things can happen at GT, when we arrived, they had five N64 games set for release this year. Not ten minutes had passed before that number had doubled! That's the way they do things at GT. Good Times indeed!

GT INTERACTIVE'S HOT TEN FOR 1997...

DOOM 64



The pull of Doom is as strong as ever, and about to get stronger, as soon as the Midway developed Doom 64 gets released to the grateful hordes of N64 owners. Check out our two page Doom 64 preview on pages 78-79 for the full low down.

WAR GODS

War Gods is a promising looking, 3D, one-on-one fighting game unmistakably developed by Mortal Kombat's programmers, Midway. As the title suggests, all the fighters are Gods who are at war. Converted from the coin-op (which I must admit, I have



never seen in my life). War Gods has a fun, knock about feel to it. Two player games can often break down into noisy shouting and laughing

contests as each player marvels at their luck/misfortune and outrageous special moves. If beat 'em ups with an emphasis on fun is your bag, you should keep your eyes open for War Gods when it is released in September/October.

HEXEN 64

This was in a fairly early stage of development when we played it, but it is shaping up very nicely indeed. The

game engine is extremely smooth, although there is still a lot of detail to be added to the textures, which no doubt will all be there in the finished version. One of the most promising



features in Hexen 64 is the addition of a simultaneous, four player split screen mode, which utilises the N64's built in four controller ports. This holds enormous potential for some crazed slaughter-all-your-mates style gameplay. As in the original PC version, you can choose to play as either a warrior, a mage or a cleric, all of whom have different skills and forms of attack. Developed by Software Creations, Hexen 64 is basically a thinking man's Doom, that is to say, plenty of first person death dealing with a strong RPG element. The game is played over 31 levels and, like Doom 64, all the backgrounds are 3D polygon generated with texture mapping, but the sprites are 2D allowing many sprites on screen without slowing the frame rate. With only a handful of early N64 games using four player options, Hexen 64 could really be one of the surprise N64 games of this year.

MORTAL KOMBAT TRILOGY

I must be honest, I'm a bit fed up with Mortal Kombat in its 2D form. You can only take a good thing so far and for



so long. Still, I know that Mortal Kombat has its fans and this version has got enough options to keep the most fevered MK fan happy. There are

26 immediately playable characters, four hidden characters, a new three-on-three Kombat mode, which delivers a marathon fight-to-the-finish, new Brutalities and 7 humiliation Fatalities. Expect to see a full review next issue.

WAYNE GRETZKY 3D HOCKEY 64

Already out in the States and selling strongly, Wayne Gretzky 64 is a fast and frenzied ice hockey game that has



a strong arcade feel to it, which is no surprise as it was programmed by Midway, who also programmed the classic NBA Jam series. It has no pretensions of being a serious ice hockey sim but places all its emphasis on fun, action packed gameplay. The four player option and some hilarious in-game brawls are just a couple of features that make Gretzky 64 one of those ideal 'after the pub with your mates' kind of games. Once again, we are looking at a late summer release and a full review next issue.

NBA HANGTIME 64

Once again, already out in the USA, NBA Hangtime has been programmed



by Midway's original NBA Jam design team. There are options-a-plenty such as, a Create-a-Player mode, choice of various indoor and street courts, power-up codes and even some original music from the allegedly funky M. Doc. So is it any good? Don't ask me, this is only a preview, you'll have

to lace up your sneakers and buy next month's issue for our slammin' review.

ROBOTRON X

"Tons of lightning fast, destructive levels plus bonus levels! All the original characters, plus new ones, each rendered in eye-popping 3D!", screams Midway's press release. But as we have seen nothing of this game yet, we'll have to take their word for it. All we know at the present time is to expect a Smash TV style shoot 'em up.

JOUST X

I doubt if many of our younger readers have ever heard of Joust, that's because it's a classic coin-op game about Jousting. Does this mean the first retro game on the N64? We'll have to wait until GT shed a bit more light on this title next month.

MK MYTHOLOGY

Mortal Kombat characters in an RPG, believe it or not. Sounds like a cracking idea for a good game, but at



the moment there is no more information on it. As soon as we get more, you'll be the first to know.

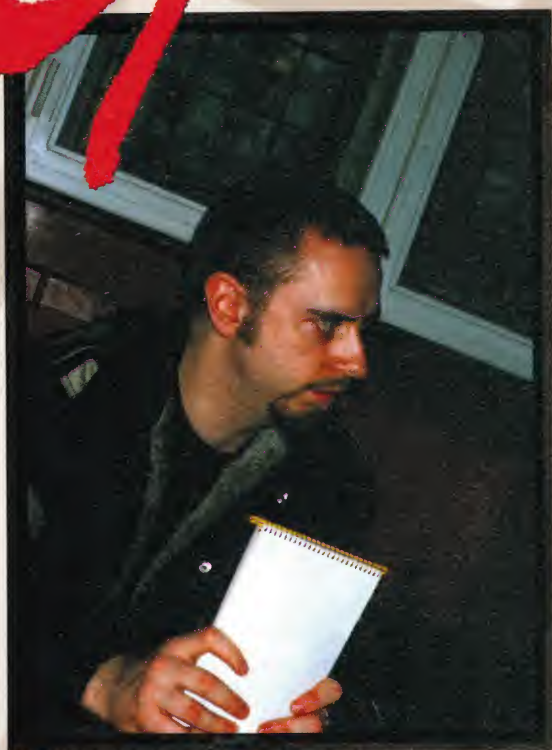
DUKE NUKEM

We know it's definitely coming, but so is Christmas! There are really no



details to relay at the moment. Doom's naughty, older brother should be with us by the end of the year.

AN INTERVIEW WITH PETER HAWLEY PR SUPREMO OF GT INTERACTIVE



PETE C: How long have you been at GT and what did you do before?

PETER HAWLEY: I've been here for six months and before that I was a journalist on a couple of magazines, PC Zone and PC Home. One of GT Europe's main criteria for employment is that you have to be a games player, have experience within the market and know what you are talking about. We always like to take the approach when talking to people about games of pointing out things that are good about them, but not sitting them down and telling them that the game is good when it is obviously their job as professionals to give an opinion. Book publishers don't take books to newspapers and say this book is great because...., they leave it with the person who is going to review the book and that is the same approach we take here.

PETE C: What is your position and what are your responsibilities at GT?

PETER HAWLEY: My official job title is PR Executive. We're not really led by job titles though, it's just something to put



on a business card. Basically, our job is to take the software throughout its various stages of development, to generate the information needed for the specialist press, the national press, the broadsheets and tabloids, the lifestyle

magazines and radio and television. We need to have all that information to hand to make sure that everything is organised and runs smoothly, that's the general idea of it. This also involves Europe, excluding France and Germany

though, due to the recent acquisition of Warner, which has meant that we now have offices in those countries. We are responsible for all other territories outside of that, which can be quite daunting when you've got 93 titles out a year.

PETE C: Recent reports have stated that GT's financials are second only to Electronic Arts. How big can they get?

PETER HAWLEY: GT's policy has been very aggressive since its entry into the software side of the industry. They started out as Good Times Video in America and built up a huge distribution network through Hallmark and Blockbuster Video amongst others. Their growth was more or less strongly led by budget videos, costing five or six dollars a film. GT launched into software about 18 months ago with a staff of 50 people and a turnover of \$10 million, which has since grown to 700 employees and a turnover of \$500 million, so the rate of expansion has been massive. As to how things are going to go in future, I am not really in a position to comment, but we will continue to be aggressive and invest money in strong titles. Our acquisitions team in the US have proven in the past, and will continue to prove in the future, that they have a keen eye for what's going to sell, what's good, how to make the best deal, and obviously we are helped by our distribution background stateside. The aim is to be number one, and we've gone a long way towards doing that in a short space of time.

PETE C: What is it like to develop games for Nintendo compared to Sega and Sony?

PETER HAWLEY: From a PR point of view I look at things on the surface. Obviously, there's a massive interest in the N64 across all the magazine publishers in the industry, and as game players we are all very keen on the machine. As a company we have ten N64 titles in development this year, which is more than any other European company, probably more than Nintendo. From a development point of view, I do know that Nintendo's licence and system is very different, and you may find that any number of titles that we've got this year may be sub-licensed to Nintendo. What they are, we don't know, but because of the huge amount of money that is required to be invested up front for the manufacture of the hardware, then it does make a difference from a sales point of view. Development wise, obviously some of our key developers were named in the Dream Team such as Williams and Midway, so obviously Doom 64 has been in development since the beginning and that's why it is going to be one of the first titles available in the US and hopefully early on in the UK as well.



PETE C: So Doom 64 will be released around September, is that right?

PETER HAWLEY: We're looking at an August/September launch for a number of the titles, but it's still undecided.

PETE C: Has it been delayed because of the lack of N64 hardware units that are available at launch?

PETER HAWLEY: The official company line is that it seems a shame to have titles the magnitude of Duke Nukem 64 and Doom 64 and to put them out for a short burst. So we are kind of taking a back seat for now and just seeing how things develop. We'll take an official line over the next couple of months, but obviously the machine is important to us, as it is a step forward in technology and it is a real game player's machine, but from a sales and marketing point of view it seems a shame to waste money marketing Doom 64, when we could do it properly when enough units of the machine are sold through. That ties into some of the rumours we are hearing from THE and various outlets, that nobody is really quite sure how many machines will be coming into the country, which is part of the reason why that decision has been taken.

PETE C: Another thing that there is a lot of confusion about, and some pretty wild rumours have been flying around, is of course Quake. Who is it exclusive to, and is it going to be exclusive to one format or another, what has been decided?

PETER HAWLEY: With a title like Quake, obviously it is from the same developer as Doom, so I use it as an analogy. Doom is assigned to all formats. It had already achieved huge success on the PC, then Macintosh, Saturn and the PlayStation even to Jaguar and the 32X. No format could escape the spread of Doom. Quake has reached the same proportions on the PC, so there is a massive interest from the console developers and publishers like Nintendo, Sega and Sony. Their number one aim is to sell their console and if they can sign exclusive rights to a title like Quake, then it obviously suits them down to the ground. It doesn't make sense for us. There is no official line as yet, I know there is talk that it is being developed on PlayStation and the N64, maybe Sega will sign the rights to do Quake on the Saturn, but it is currently all speculation and rumour, nothing has been signed.

PETE C: How good a conversion could the N64 make of Quake?

PETER HAWLEY: I think it's quite apparent from what we've seen of Doom 64, that it will be able to handle it very well. Doom on the N64 is fairly close to the Quake engine, apart from the fact that it doesn't use polygon sprites, you can't look up or down and you can't jump. People have been surprised how good Doom 64 is, many people have been expecting a rehash of the PlayStation version, a straight port over would have been the easiest thing in the world to do, but Williams decided to do Doom 64 and design it from the ground up. But as far as Quake is concerned, it's obvious from the Doom 64 engine that a great conversion is possible. I think it would look quite special, but we'll have to wait and see. Our primary concern is to get Doom 64 out first, obviously if that was signed it would be fantastic.

PETE C: Who do you perceive as GT's main rivals?

PETER HAWLEY: Well everyone's got rivals, and with the announcement today that GT's profit margins are second only to EA then obviously, if GT's aim is to become number one, then GT will always consider the people who are the biggest now to be their nearest rival. I guess it's companies like EA and Virgin who are considered to be our nearest rivals.

PETE C: OK, thanks Pete. You can take your corporate hat off now and I'll put you on the spot

and ask what your favourite game of the moment is and your favourite game of all time?

PETER HAWLEY: I've been asked that question before and I always have to break it down into two platforms console and PC. The best game of the moment is Quake, best game of all time on PC is Doom, closely followed by Syndicate. Favourite game on console of all time is the original Mario Kart on the SNES.

PETE C: Last question, who would you rather have under you in PR, Demi Moore, Pamela Anderson or Jack Nicholson?

PETER HAWLEY: I'll have to be a sad bastard and say Jack. Life is all about going out, having a good time and a good laugh. Besides, you'd always manage to pull with Jack by your side and if anyone gave us a bad review they would f*****g know about it!



GT

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SUPER MARIO 64

Welcome to the complete player's guide to Super Mario 64. In this first installment, we'll take you step by step through the first 7 courses, show you how to collect the coins, where to meet the stars and expose a few castle secrets on the way.



COINS



GOLD COINS

Each Gold Coin collected will replenish a segment of Mario's power meter. When Mario collects 100 Gold Coins or more he'll receive a Power Star.



RED COINS

Each Red Coin is worth 2 Gold Coins. Each time Mario collects all 8 Red Coins from within a course he'll receive a Power Star.



BLUE COINS

These are only available for a limited time once Mario has activated the appropriate Blue Switch with a Butt-Stomp. All Blue Coins are worth 5 Gold Coins.

EXTRA ITEMS



SPINNING HEART

Walking through a Spinning Heart will gradually restore Mario's power meter.



1-UP MUSHROOM

Run or jump into these small mushrooms to claim an extra life.



KOOPA'S SHELL

Once knocked off Koopa's back or exposed from a 'I' Block, Mario can hop on the shell and ride it across water, sinking sand, lava and up slippery slopes. Koopa's shell can also be found in some underwater sections and used to propel Mario through the water.



'I' BLOCKS

These blocks contain many items, sometimes 1-Up Mushrooms, Gold Coins and occasionally Koopa's shell or a Power Star.

CAP BLOCKS

Cap Blocks can be found within various courses but can only be used when activated by the corresponding cap switch (see page 56).



RED CAP BLOCK

This Cap Block provides Mario with the Wing Cap which allows him to fly through the air for a limited time.



GREEN CAP BLOCK

This Cap Block provides Mario with the Metal Cap which allows him to walk through strong currents and poison gases without injury for a limited time.



BLUE CAP BLOCK

This Cap Block provides Mario with the Vanish Cap, it turns him into an invisible cloud, making him impervious from enemy attacks and allows him to walk through wire mesh fences, but only for a limited time.

MARIO'S MOVEMENTS

Here are a few of Mario's basic movements that you'll need to master!

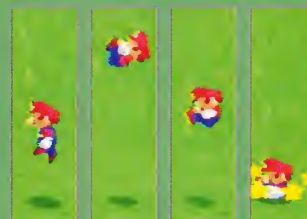
TRIPLE JUMP

Whilst running, press 'A' three times in succession to perform a normal jump followed by high jump then a double somersault.



BUTT-STOMP

Press 'A' to perform a jump then while Mario is in the air, press 'Z'. This manoeuvre is used to operate certain switches, squash enemies and can be used to break Mario's fall when jumping down great heights.



LONG JUMP

Whilst running, press 'Z' to make Mario slide along the floor then press 'A' while he is still sliding. This manoeuvre is very useful for jumping across large gaps.



DOUBLE BACK FLIP

While Mario is stood still, press and hold 'Z' to make him crouch then press 'A'. This manoeuvre is useful for reaching high ledges without using a run-up.



overview

There are a total of 15 courses within Toadstool Castle for Mario to explore (not including the hidden ones!) each containing six tasks for him to complete. For each task completed Mario will receive a Power Star, the more Power Stars he collects the further he can venture into the castle in search of the Princess who's been kidnapped by Bowser. Within various courses there are certain tasks that Mario will not be able to complete without the aid of Cap Blocks, forcing him to return to previous courses to complete unfinished tasks once he has located and activated the appropriate cap switch. Mario can also gain an extra Power Star from each course by collecting 100 Gold Coins.

course locations

Here is a quick run down on the room locations that contain the portals leading to the first 7 courses and the requirements for accessing them. Follow the directions once Mario has entered the castle.



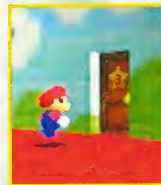
Requirements: None
Location: Entrance Hall
Directions: Follow the red carpet up the small flight of stairs to the door on the far left.



Requirements:
1 Power Star
Location: Entrance Hall
Directions: Enter the second door to the right of the main staircase.



Requirements:
3 Power Stars
Location: Entrance Hall
Directions: Follow the red carpet up the small flight of stairs to the door on the far right.



Requirements:
3 Power Stars
Location: Entrance Hall
Directions: Enter the second door to the left of the main staircase.



Requirements:
12 Power Stars
Location:

Courtyard

Directions: Enter either door to the side of the main staircase then continue along the passage to the door at the end. Once in the Courtyard, Mario must Butt-Stomp the Boo in the far left corner to expose the carousel that'll warp him to Course 5.



Requirements:
Basement Key
Location:
Basement

Directions: Once in the basement, follow the passage around to the right and into the shallow water then continue to the right. The door is on the top of the large step.



Requirements: Basement Key
Location: Basement
Directions: Once inside the basement, follow the passage around to the right and into the shallow water. The picture portal will now be directly in front of Mario.



Basement Key (8 Power Stars Required)

To claim the basement key, Mario must open the large star door at the top of the main staircase on the left and enter the first boss level, Bowser In The Dark Woods (see page 57). Once Bowser has been defeated he will release the basement key.



To The Basement

Enter either door to the side of the main staircase then follow the stairs down to the large door at the bottom, this is the door that requires the basement key. Once through the large door follow the passage around to the right to the next door, beyond this door is the basement.

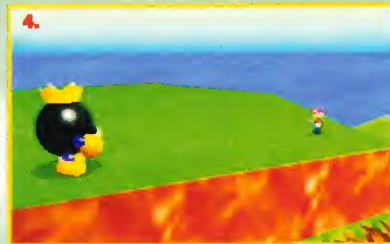
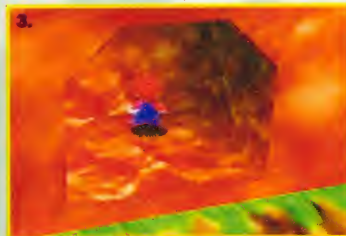


COURSE 1

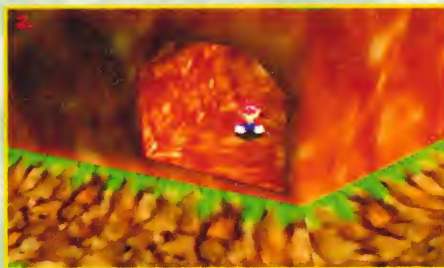
Big Bob-omb On The Summit

Big Bob-omb On The Summit

1. Follow the path across the first bridge then quickly run past the Chain Chomp. **2.** Continue across the tilting bridge and head through the opening in the gate then carefully negotiate your way past the large balls in the crater. **3.** Follow the path around and up the mountain until you reach the cave, inside there's a secret teleporter that'll warp Mario to the cave at the top. **4.** On the summit, approach Big Bob-omb to start the battle then run away to a safe distance. As Big Bob-omb approaches, Mario must quickly run around behind him and pick him up before he has a chance to grab Mario. **5.** Once Mario has Bob-omb above his head, he must throw him onto the ground, not off the side of the mountain. Perform this attack two more times to defeat Bob-omb and receive the first Power Star.



Footrace with Koopa the Quick



the crater, use the secret teleporter for an unfair advantage. **3.** At the top of the mountain, wait by the flag pole for Koopa to arrive. When Koopa finally turns up and realises that he's been beaten, he'll hand over the second Power Star.

Shoot to the Island In the Sky



1. At the start of the course, approach the Bob-omb Buddy who's stood on the grey mound and talk to him, he'll prepare all the cannons for Mario. **2.** Walk across the first bridge then onto the



grassy area and head to the right where there's another grey mound, climb to the top of the mound and enter the cannon. **3.** Aim



the cannon sights directly at the centre of the Floating Island then up as high as possible and fire, this'll land Mario safely on the Island. **4.** Jump up and hit the 'I' Block to reveal the third Power Star.



4

Find the Eight Red Coins



1. Follow the path across the bridge and collect the first Red Coin that is next to the rotating platforms then continue onto the grassy area where Mario used the cannon to reach the Floating Island and collect the second Red Coin that is at the top of the green mound. **2.** Use the cannon to reach the Floating Island and the third Red Coin, Mario will have to climb the tree to reach it. **3.** Return to the ground and carefully run around the Chain Chomp to collect the fourth Red Coin that is floating above the wooden post he's chained to. **4.** Head through the gate and across the crater then follow the path around to the top of the slope, Mario must slide down the slope to reach the fifth Red Coin. **5.** Return back through the gate and jump off the right hand side of the stone bridge, underneath it Mario will find the sixth Red Coin and a 1 Up-Mushroom for the



taking. **6.** The last two Red Coins are between the four wooden posts located to the right of the tilting bridge.

5

Mario Wings in the Sky (Wing Cap Required)

1. Walk across the first bridge then use the cannon to reach the Floating Island. On the island, Mario must hit the Red Cap Block and claim the Wing Cap then climb into the cannon. **2.** Aim the sights at the centre coin in the circle of coins then fire Mario out of the cannon. **3.** Using the Wing Cap and cannon, Mario must collect all five centre coins to expose the fifth Power Star.



Behind Chain Chomp's Gate

6



1. Head over towards the Chain Chomp and stand at a safe distance. **2.** Wait for the Chomp to lunge at Mario then while he's trying to attack, Mario must run behind him, jump onto the wooden post and perform a Butt-Stomp to knock it into the ground.

Mario must perform another two Butt-Stomps on the post to knock it completely into the ground and release the Chomp. **3.** Once set free, the Chomp will smash open the bars concealing the sixth Power Star.

7

Collect 100 Coins (Wing Cap Required)

Collect all Red and Gold Coins within reach from the ground, this includes destroying all Goombas and Bob-ombs then collecting the coins they drop and climbing the mountain to reach the coins near the top. Use the Wing Cap to collect all the coins in the air. Butt-Stomp the large wooden blocks near the start of the course to reveal some extra coins and attack Koopa who will drop a Blue Coin.



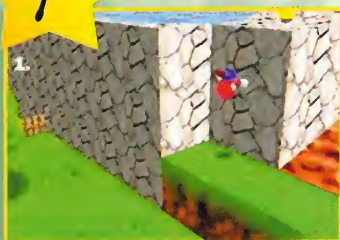


COURSE 2

Whomp's Fortress

1

Chip Off Whomp's Block



1. Stand against the grey wall and perform a Back Flip to reach the top then continue up the slope and carefully guide Mario past the Piranha Plant. **2.** Quickly run across the stone bridge before it falls away below Mario's feet then continue across the narrow plank and onto the rotating bridge. **3.** On the other side, walk around to the rotating platforms and use them to reach King Whomp, he's waiting on the top of the fortress. To defeat King Whomp, Mario must stand directly in front of him and wait for him to start toppling over then quickly move out of the way to one side. **4.** While King Whomp is lying face down, Mario must jump onto his back and perform a Butt-Stomp. Repeat this attack two more times to smash King Whomp into little pieces and expose the first Power Star.

2

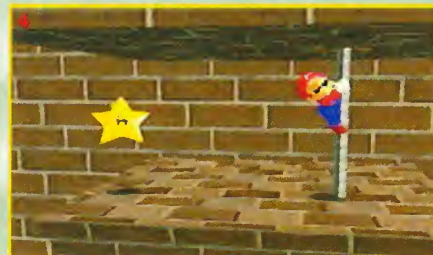
To The Top Of The Fortress



1. Using the rotating bridge and platforms to climb to the top of the fortress again. This time when Mario reaches the top there'll be a tower where King Whomp once stood. **2.** Use the small ledges on the tower to climb to the top, use caution when jump on the small ledges as some of them will slide back and forth. **3.** Once on the top, walk around to the other side of the tower and claim the second Power Star.

3

Shoot Into The Wild Blue



1. Perform a Back Flip again to reach the top of the grey wall then head across the shallow water to the Bob-omb Buddy, talk to him and he'll prepare the cannons for Mario. **2.** Climb into the cannon next to the Bob-omb Buddy and aim it slightly to the left of the flagpole and just above the brick platform then fire. **3.** If done correctly, Mario should fly between the two brick pillars and hit a third pillar at the back of the platform. **4.** Use the pole to slide down to the lower platform where the third Power Star is waiting to be collected.

Red Coins On The Floating Isle

4



1. From the start, walk up the brown slope and carefully jump past the sliding blocks to claim the first Red Coin then walk back down the slope and use a Back Flip to reach the top of the grey wall.
2. Wade through the shallow water to the brown slope, Mario must repeatedly jump up the slope to reach the second Red Coin.
3. Climb to the top of the grey slope then jump onto the Thwomp who is blocking the stairs. As the Thwomp rises up, jump up to reach the third Red Coin.
4. Collect the forth Red Coin that is located behind the Piranha Plant at the top of the grey slope then proceed around the corner and collect the fifth Red Coin.
5. Walk onto the rotating bridge and wait in the centre while it passes under the block then walk to the end of the bridge, as it rotates Mario will be able to reach the sixth Red Coin.
6. Use the rotating platforms to reach the upper level then approach the tall plank that is stood up, Mario must repeatedly kick the plank to push it over.
7. When the plank has been pushed over, walk across it and collect the seventh Red Coin then continue onto the floating islands to reach the final Red Coin. The Power Star will appear back on ground level.

Fall Onto The Caged Island

5



1. At the start of the course, climb the tree to disturb the owl who's going to give Mario a ride to the caged island.
2. When Mario is stood in the owls shadow, jump up and hold the 'A' button down to grab hold of the owl.
3. As the owl gains height, guide him towards and over the caged island, use an overhead view and fly directly over the island.
4. When you can see Mario's shadow on the island, release the 'A' button to drop him down onto the island then collect the Power Star. If Mario misses the island and survives, return to the tree at the start and wait for the owl to arrive.

Blast Away The Wall

6



1. Make your way to the cannon across the shallow water and climb in.
2. Aim the cannon at the brown slope on the right where Mario collected the Red Coin, then adjust the sights so they are just above the corner of the wall on the right.
3. Fire Mario out of the cannon into the wall to smash the corner away and expose the sixth Power Star.
4. Mario can either use the cannon again to reach the Power Star or walk up to the rotating bridge and jump down.

Collect 100 Coins



Collect all coins within reach including all Red Coins then destroy all Piranha Plants and collect the Blue Coins they'll drop. Encourage the Whomps to fall flat on their faces then jump on their backs and collect the coins released. When the Whomps stop releasing coins, perform a Butt-Stomp on their backs



for a few extra coins. Smash open the two small wooden blocks and collect the coins released then perform a Butt-Stomp on the Blue Switch to activate the line of Blue Coins.



COURSE 3

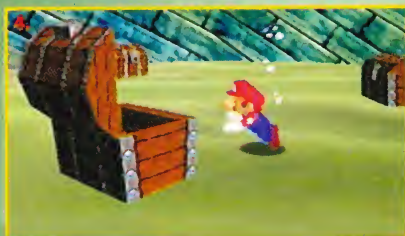
Jolly Roger Bay

1

Plunder The Sunken Ship



1. From the start, jump into the water and swim out to the main cavern then swim down to the wreck at the bottom, Unagi the eel will be looking out through one of the wreck windows. Swim up close to Unagi then swim back up to the surface. **2.** Swim back down to the wreck



again, this time Unagi will have swam out of the wreck, allowing Mario to swim through the window. **3.** Inside the wreck are four chests, Mario has to open each of these in the correct sequence to resurface the wreck. Open the chest that is sat on its own in the corner and use the air bubble to replenish Mario's power meter then turn around and face the three remaining chests. **4.** Swim over to the chest on the far left and open it then open the chest on the right. **5.** Open the last chest and wait for the wreck to rise then use the small ledges to reach the '!' Block at the top. Smash the '!' Block open to expose the first Power Star.

Can The Eel Come Out And Play?

2



1. Return to the water and swim out to the main cavern then swim down to meet Unagi. Now the wreck has been raised, Unagi will be resting in a hole on one of the side walls. Carefully approach Unagi then swim away to entice him out of the hole. If Mario's power meter starts to get low, collect a few coins to replenish it. **2.** When Unagi finally comes out, Mario has to chase after him to collect the Power Star that's attached to the end of his tail.

3

Treasure In The Ocean Cave

1. Swim back to the main cavern then down and through the circle of coins into the passage that leads to the Ocean Cave. **2.** Once inside the cave, continue past the Goombas and the falling pillars to the four chests on the platform, Mario must open these chests in the correct sequence. **3.** Open the chest in the corner first then open the chest on the left. **4.** Turn around and face the remaining two chests then open the chest on the left, it's the one closest to the wall, finally open the remaining chest. **5.** When all four chests have been opened, the Power Star will appear in the centre of the platform.



Red Coins On The Ship Afloat

4



1. Collect the four Red Coins located in the clam shells beneath the surface of the water then swim over to the platform where the Bob-omb Buddy is stood. **2.** From the platform, jump onto the pillar and climb to the top then perform a handstand to claim the fifth Red Coin. **3.** Perform a Double Back Flip to reach the higher platform then use the purple switch to activate the temporary gangplanks across to the wreck, quickly walk across to the wreck before the gangplanks disappear. **4.** Once on the deck, collect the Red Coin from the bow then use a Triple Jump to reach the last two Red Coins on the upper deck and the Power Star.

5

Blast To The Stone Pillar

1. Swim over to the platform with the Bob-omb Buddy stood on it and talk to him, he'll prepare the cannon for Mario, now swim over to the cannon and climb in. **2.** Aim the sights directly in line with the left pillar and up above the pillar (as shown) then fire Mario out of the cannon. **3.** If done correctly, Mario will grab hold of the pillar as he flies through the air. **4.** Once on the pillar, turn Mario so his back is facing the ledge where the fifth Power Star is resting then jump across onto the ledge. Carefully walk around the ledge and collect the Power Star.



Through The Jet Stream (Metal Cap Required)

6



1. Enter the water and swim down and into the Ocean Cave. **2.** Inside the cave, destroy all Goombas then hit the Green Cap Block and collect the Metal Cap. **3.** Quickly guide Mario back into the water and follow the path directly to the Power Star at the bottom of the jet stream.

7

Collect 100 Coins



Collect all the coins from the '!' Block at the start then collect all the coins in the water, including the Red Coins from the clam shells. Enter the cave and destroy all Goombas, collect the coins they drop then collect the circle of coins located near the chests. Perform a Butt-Stomp on the Blue Switch to activate the line of Blue Coins, collect them before they disappear. Exit the cave and collect the Red Coin from the top of the pillar then jump onto the higher platform and activate the gangplanks. Collect all the coins from the gangplanks then jump onto the wreck and collect the last three Red Coins.



COURSE 4

Cool,
Cool Mountain



Slip Slidin Away

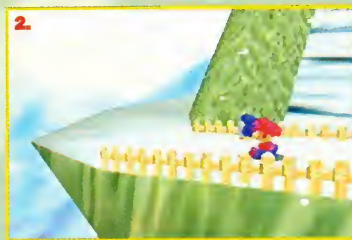


1. At the start, climb onto the log cabin then jump down the chimney. **2.** Inside the cabin, jump onto the icy slide and guide Mario down to the finish line. Using a long distance view will allow you more time to prepare for the corners. **3.** There's a secret slide that Mario can access by following the line of coins into the wall, it'll take him to a '!' Block containing a 1 Up-Mushroom at the finish. **4.** Exit the cabin to claim and claim the Power Star that's waiting outside.



Li'l Penguin Lost

1. Climb onto the log cabin then up onto the ledge where Mario will meet Tuxie, the lost penguin. **2.** Pick up Tuxie then walk to the top of the slope and begin the slippery descent down to the bottom. **3.** Carefully cross the rope bridge, run under the bouncing snowmen to avoid getting squashed. **4.** At the bottom of the mountain, approach the large penguin in the pond and give her Tuxie. Glad to have her baby back, Tuxie's mother will reward Mario with a Power Star.



Big Penguin Race



1. Climb onto the log cabin and jump down the chimney again. Inside, approach Big Penguin who'll offer Mario a race to the bottom of the slide. **2.** Use the same techniques as before but don't try using the secret slide, Big Penguin won't allow it. **3.** On reaching the finish line, wait for Big Penguin to arrive and hand over the third Power Star.

Frosty Slide For 8 Red Coins

4



1. Collect the first Red Coin from the top of the tree at the start then jump onto the slippery slope and slide to the bottom. As Mario nears the end of the slope, the second Red Coin will become visible, it's close against the mountain face. **2.** Collect the third Red Coin located at the top of the lift then continue across the rope bridge. **3.** On the other side of the bridge, jump onto the ledge and collect the Red Coin at the end of the broken bridge then proceed to the bottom of the mountain. **4.** Collect the fifth Red Coin from the top of the tree behind Tuxie's mother then walk around to the far right of the mountain and carefully collect the sixth Red Coin from the edge of the mountain. **5.** Walk around to the small bridge then walk out onto the island to claim the seventh Red Coin, continue onto the broken bridge and stand on the end plank where there's secret teleporter that'll warp Mario back to the top of the mountain. **6.** Return to the slide and begin to slide down to the bottom.



When Mario reaches the bridge he must jump over the side of the bridge towards the mountain face, this will take him down to the ledge where the eighth Red Coin is located. **7.** When Mario collects the last Red Coin, the Power Star will appear on a ledge around the other side of the mountain, Mario must return to the top of the mountain and jump onto the slippery slope again. When Mario reaches the final sharp turn on the slope, he must jump off the slope and onto the ledge. From the ledge, guide Mario down onto the lower ledge to reach the Power Star.

Snowman's Lost His Head (Star #6 Required)

5



1. Using the log cabin, climb onto the ledge where Mario met Tuxie then slide down the slope to the Snowman's body, Mario has to guide the Snowman's body down the slope to its head. **2.** After talking to the body, it will roll off the platform and begin rolling down the slope, it is important for Mario to get a head start on the body, other wise he'll have to overtake it on the slide which is not an easy task. **3.** At the bottom, Mario must slide into the platform that the Snowman's



head is resting on then wait for the body to arrive. When the Snowman is in one piece, talk to him and he'll hand over the fifth Power Star.

Wall Kicks Will Work

6



1. Guide Mario to the bottom of the mountain then use the lift to reach the Bob-omb Buddy on the island, he'll prepare the cannons for Mario if he hasn't done it already. **2.** Climb into the cannon located at the bottom of the lift and aim it at the tree across the gap. When the sights are directly in line with the tree, aim the cannon up (as shown) to ensure



Mario makes it across the gap then fire. Once across the gap, follow the path around to the other side of the mountain. **3.** Punch the Spindrifts out of the way then continue around the corner and use a Long Jump to get across the large gap. **4.** Walk to the top of the first slope and perform a Wall Kick to reach the second slope, at the top of the second slope perform another Wall Kick to reach the upper ledge. **5.** Carefully walk out onto the icy walkway to reach the sixth Power Star.

Collect 100 Coins

7

Collect the first Red Coin from the top of the tree then climb into the log cabin and jump onto slide, collect as many coins as possible as Mario makes his way to the bottom. Use the teleporter to return to the top of the mountain then slide down the slippery slope and collect the remaining coins.



If you're still short of a few coins, collect the remaining Red Coins then Butt-Stomp the Blue Switch to activate the Blue Coins.



COURSE 5

Big Boo's Haunt

Go On A Ghost Hunt



1. From the start, walk up the slope then head through the door into Big Boo's house. Once inside the main hall, open the second door on the left and enter. Stand Mario on the table facing away from the picture and wait for the two Boos to approach from behind, when the Boos are close enough jump up and perform a Butt-Stomp to squash them. **2.** Return to the main hall then enter the next door on the left, use the same method to squash the third Boo then exit. **3.** Enter the door on the far right of the main hall then jump across the gap to the Red Coin. Wait for the forth Boo to sneak up behind Mario and squash him with the aid of a Butt-Stomp. **4.** Jump across the next gap and continue through the door. Butt-Stomp the final Boo then return to the main hall where Big Boo will be waiting. **5.** Mario must use the same method as before but he'll need to perform a Double Back Flip to gain extra height. Butt-Stomp Big Boo three times to squash him and expose the first Power Star.



Ride Big Boo's Merry-Go-Round

1. From the start, walk through the door into the hut then stand on the red mesh lift to reach the lower level. **2.** At the bottom, head through the next two doors and continue to follow the passage until Mario reaches the door leading to the merry-go-round, Mario will be able to hear the merry-go-round music through the door. **3.** Once on the merry-go-round squash all the Boos whilst avoiding the flame jet. **4.** When Big Boo appears, squash him three times using Double Back Flips and a Butt-Stomps then collect the Power Star.



Secret Of The Haunted Books



1. Enter the main hall and climb the stairs to the first floor then open the second door on the left and enter. **2.** Inside the library, walk around to the other side of the room where there are three books protruding from the book shelf. Jump up and kick the top book then punch the bottom book and finally the middle book. **3.** Once the book shelf has slide out of the way, continue through the door and claim the third Power Star.

Seek The 8 Red Coins

4



1. Once in the main hall, enter the first room on the left and collect the Red Coin from behind the piano. Enter the second room on the left and collect the two Red Coins located at the top of the book shelves, use a Double Jump to reach them. **2.** From

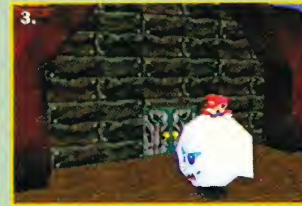


the main hall, enter the door on the far right then jump across the gap and take the forth Red Coin. **3.** Jump back across the gap and return to the main hall then climb the stairs to the landing and enter the door on the far right. Walk around the book shelf to the other side of the room, jump over the trap door and collect the fifth Red Coin then return to the landing and enter the next door on the right. **4.** Proceed into the room containing the six caskets and approach the second casket on the left. As soon as it rises, collect the Red Coin from underneath it, approach the first casket on the right and collect the next Red Coin. **5.** Return out onto the landing then enter the next door on the left. Carefully walk across the wire mesh to reach the eighth Red Coin on the opposite side of the room then return to the landing and collect the Power Star floating in the beam of light.

5

Big Boo's Balcony

1. Climb to the first floor and enter the room on the far right. In the corner of the room is a small shelf, it's from this shelf Mario must perform a wall kick to reach the upper floor. **2.** Once on the upper floor, continue into the next room then climb onto the platform and open the door, this will take Mario onto the balcony where Big Boo is waiting. **3.** Use the Double Back Flip Butt-Stomp method three times to squash him and expose the fifth Power Star. **4.** To reach the Power Star on the roof, Mario must perform a Long Jump across to the ridge on the right then crawl onto the higher ridge and along to the star. Next to the Power Star is a '!' Block containing a 1-Up Mushroom.



the main hall, enter the door on the far right then jump across the gap and take the forth Red Coin. **3.** Jump back across the gap and return to the main hall then climb the stairs to the landing and enter the door on the far right. Walk around the book shelf to the other side of the room, jump over the trap door and collect the fifth Red Coin then return to the landing and enter the next door on the right. **4.** Proceed into the room containing the six caskets and approach the second casket on the left. As soon as it rises, collect the Red Coin from underneath it, approach the first casket on the right and collect the next Red Coin. **5.** Return out onto the landing then enter the next door on the left. Carefully walk across the wire mesh to reach the eighth Red Coin on the opposite side of the room then return to the landing and collect the Power Star floating in the beam of light.

Eye To Eye In The Secret Room (Vanish Cap Required)

6



1. Once inside the house, climb the stairs and enter the door on the far right. Walk around to the other side of the room then open the door and walk out on to the balcony to the Blue Cap Block. **2.** Hit the Blue Block and collect the Vanish Cap then run back into the room and use the corner shelf as before to reach the upper floor. **3.** Once in the next room, run around to the picture of Big Boo and jump through it before the Vanish Cap expires. Squash the small Boos then run around the Big Eye to start it spinning. **4.** When the Big Eye disappears the sixth Power Star will appear.

7

Collect 100 Coins

At the start, collect the coins from the bouncing box and from the two large wooden boxes at the side of the hut. Squash all Scuttle Bugs and collect the coins they drop then walk around the back of Big Boo's house and collect the coins from the '!' Block. Walk through the back door and Butt-Stomp the two Boos for two Blue Coins. Enter the main hall and explore all rooms for coins, this includes collecting all Red Coins, squashing all Boos and spinning all Big Eyes. Use the corner shelf to reach the upper floor then use the Blue Switch to activate the Blue Coins.



the main hall, enter the door on the far right then jump across the gap and take the forth Red Coin. **3.** Jump back across the gap and return to the main hall then climb the stairs to the landing and enter the door on the far right. Walk around the book shelf to the other side of the room, jump over the trap door and collect the fifth Red Coin then return to the landing and enter the next door on the right. **4.** Proceed into the room containing the six caskets and approach the second casket on the left. As soon as it rises, collect the Red Coin from underneath it, approach the first casket on the right and collect the next Red Coin. **5.** Return out onto the landing then enter the next door on the left. Carefully walk across the wire mesh to reach the eighth Red Coin on the opposite side of the room then return to the landing and collect the Power Star floating in the beam of light.



COURSE 6

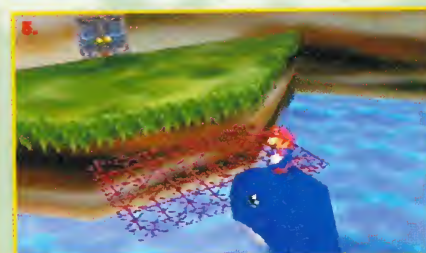
Hazy Maze Cave



Swimming Beast In The Cavern



1. From the start, follow the passage to the left and use a Long Jump to clear the hole in the floor then continue through the door into the next cavern. **2.** Walk around the side of the cavern to the green slope where the boulders are rolling down and perform another Long Jump onto the slope, get ready to dodge the boulders. Continue to the top of the slope and through the door then stand on the lift to reach the underground lake. From the lift, walk down and into the water then swim around the island to find Dorrie the dinosaur. **3.** Climb onto her back and perform a Butt-Stomp, when she lowers her head down walk along her neck and stand on it. **4.** Guide Dorrie to the middle island so Mario can jump off and collect the first Power Star. **5.** The double doors in the corner lead to the Green Cap switch.



Elevate For 8 Red Coins

2



1. Walk down the passage to the right avoiding the holes and flame jets. Use a Long Jump to get across the last hole then open the door and enter the elevator room. Using the pole, slide down to the ground then walk around to the right and use the steps in the corner to reach the elevator. **2.** Stand on the arrows to guide the elevator over to the first wooden block, Mario can either punch the block to expose the first Red Coin or he can jump onto it and perform a Butt-Stomp. **3.** Collect the next two Red Coins from the next two blocks then guide the elevator to the opposite corner where the forth Red Coins is waiting. **4.** Continue



jump over the small platform when collecting the sixth Red Coin. **6.** When the platform reaches the last two Red Coins, jump off and grab them. The Power Star will appear in the centre of the floor.

Metal Head Mario Can Move (Metal Cap Required)



1. Follow the left passage to the lift and the underground lake. At the bottom of the lift, hit the Green Cap Block and collect the Metal Cap then quickly walk down the



slope and into the water. **2.** Follow the path directly to the purple switch and stand on it, this will remove the red mesh fence covering the door that leads to the third Power Star. **3.** Climb out of the water then head through the door, use Long Jumps to reach the Power Star at the end of the passage.

▶ Navigating The Toxic Maze



1. Head along the right passage past the holes and through the door. Slide down the pole then walk along the green path to the next door on the left and enter. **2.** Drop down the hole into the Toxic Maze then quickly move Mario out of the toxic gas onto higher ground, the longer Mario stands in the gas the quicker his power meter will decrease unless he's wearing the Metal Cap. **3.** Break open a nearby Green Cap Block and collect the Metal Cap then proceed to the far end of the maze. **4.** At the end, use a Double Jump to reach the ledge then continue through the door and up the lift to reach the forth Power Star.

5

A-Maze-ing Emergency Exit

1. Head back into the maze and find a Metal Cap to wear. Walk to the far end of the maze again and use the Double Jump to reach the second ledge, it's to the left of the previous ledge. **2.** Continue through the door and step onto the lift. **3.** At the top, walk out onto the platform then jump up and grab hold of the overhead grid, carefully guide Mario over to the island on the right then drop down to collect the fifth Power Star.



▶ Watch For Rolling Rocks

1. Proceed along the left passage and continue into the next chamber then walk around to the green slope and jump across. **2.** Proceed to the top



of the slope but don't go through the door, the sixth Power Star is located on the ledge to the right of the door. **3.** Mario must perform a Double Wall Kick to reach the ledge and collect the Star.

7

Collect 100 Coins



Destroy all Scuttle Bugs and collect all Red Coins. Enter the Hazy Maze and destroy as many Snufits and Swoops as possible and collect the coins they drop. Whilst in the maze, perform a Butt-Stomp on the Blue Switch and collect all the Blue coins before they disappear. Return to the area with the overhead grid and collect all coins available then make your way to the green slope and collect the line of coins in the recess. Collect the circle of coins at the top of the lift that leads to the underground lake then head down to the lake and use Dorrie to reach the coins on the island.



COURSE 7

Lethal Lava Land

1

Boil The Big Bully

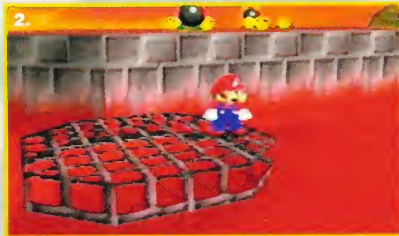


1. From the start, walk around to the first Bully then continue to the left and over the lifting bridge. **2.** Jump across onto the metal platform and then onto the 15 piece puzzle. **3.** Run past the next two Bullies then carefully guide Mario around the flame turret and onto the wooden platform. **4.** Run across the next metal platform and onto the brick platform where Big Bully is waiting. **5.** To defeat Big Bully, wait at the edge of the platform with your back to him then when he approaches perform a Double Back Flip and land on the back of his head to push him forwards into the lava. **6.** When the Power Star appears on the platform, quickly run up the stairs before they fall away below Mario's feet to collect it.



Bully The Bullies

2



1. Using the same route as before return to the Big Bully. Mario can either knock Big Bully off the platform again or simply avoid him while waiting for the cage to float over to the platform. **2.** When the cage arrives, jump on it and ride across to the next platform where the Bullies are. The Bullies are identical to the Big Bully except smaller. Keep to the edge of the platform and entice one Bully at a time towards the edge. Use the same method as before to knock each Bully off in turn. **3.** When all the Bullies have been dealt with, Big Bully will reappear. Use the same method again to push him into the lava then collect the Power Star from the centre of the platform.

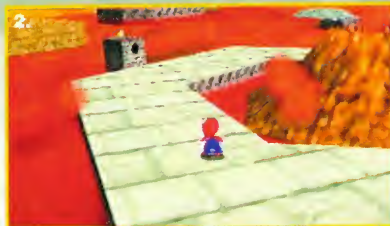
3

8 Coin Puzzle With 15 Pieces

1. Follow the route around to the 15 piece puzzle where the eight Red Coins are located. The puzzle pieces will continually move making it difficult for Mario to collect the Red Coins. **2.** The pieces will vibrate before they move giving a good indication where not to stand. **3.** The best and quickest method to collecting the Red Coins is to simply run onto the puzzle and grab them, if Mario gets burnt in the process use coins to restore his power meter. Once all the Red Coins have been collected, the Power Star will appear above the corner stone.



Red-Hot Log Rolling

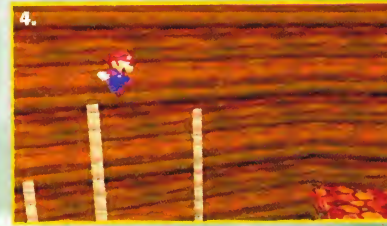
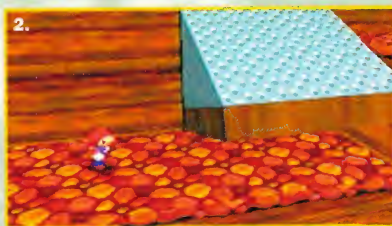


1. Approach the first Bully then continue to the right, wait for the flame jet at the end of the platform to die down before jumping across onto the square platforms. **2.** Jump onto the path surrounding the volcano and walk around past the flame jet to the



next square platform. If Mario is stood on the path when the volcano erupts he must stand still to avoid injury. From the square platform, jump onto the long metal platform and run to the end then jump onto the next metal platform. **3.** Continue onto the round platform with the two Bullies and knock them into the lava then jump onto the floating cage to ride across to the log. **4.** Whilst on the cage, Mario must move around to avoid the flame jets rising out of the lava. **5.** Once on the log Mario must stand to the left to start it rolling then continue to keep it rolling to the left without falling off. On the other side, walk down the slope and collect the forth Power Star.

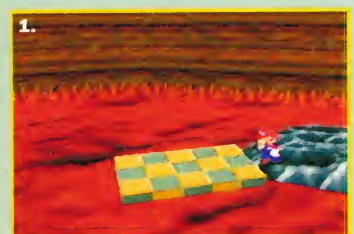
Hot Foot-It Into The Volcano



1. From the start, walk over to the path surrounding the volcano. If the volcano is erupting wait for it to stop then climb up and jump in. Using the rocks at the bottom, jump across to the ledge and begin the climb to the top. **2.** Once past the first Bully, wait on the next ledge for the wall to drop down then retract before using a Double Jump to reach the next ledge. **3.** Jump across the suspended platforms to reach the next ledge, wait for the flame jets to die down before running past. **4.** Once past the final Bully, use the poles to jump across to the top ledge and the fifth Power Star.

Inside The Volcano

1. Return to the volcano and jump inside. Use the rocks at the bottom to jump across the lava to the small platform on the left, climb onto the platform and ride up to the next platform. **2.** Jump across onto the next platform and ride it up to the pole in the centre of the volcano. **3.** Climb up the pole to the next platform then carefully jump past the flame turret onto the next pole. **4.** At the top, jump across and claim Power Star.



Collect 100 Coins

Enter the course aiming to collect the fifth or sixth Star, this will allow Mario to use Koopa's shell. From the start, walk to the end of the platform and smash open the '!' Block to expose Koopa's shell. Jump on the shell and ride it across the lava, collect the line of coins below the lifting bridge and the coins placed on the banked curves. Collect all remaining coins, including Red Coins then jump into the volcano. Make sure you have at least eighty coins before entering the volcano.



CAP SWITCH LOCATIONS



Red Cap Switch (10 Power Stars Required)

Once Mario has collect 10 Power Stars or more, a ray of light will shine down onto the floor in the castle entrance hall. Stand Mario in the light facing the main staircase then use a close in view and look up into the light, this will warp Mario to the hidden course containing the Red Cap switch.

Follow the trail of coins in an anti-clockwise direction around the centre tower, keep Mario flying as high as possible as he can't afford to lose any height. There are 8 Red Coins for Mario to collect as he makes his way to the Red Cap switch, which will earn him a Power Star. When he has collected the last Red Coin, he must make is way onto the centre tower as quickly as possible before the Wing Cap expires. Once on the tower, jump on the Red Switch to activate the Red Cap Blocks then collect the Power Star.



Green Cap Switch (Basement Key Required)

To reach the Green Cap switch, Mario must enter course 6 and make his way to the underground lake (see page 52). Once in the lake, climb onto Dorrie's head to reach the door in the corner of the cavern. Continue through the door and jump into the pool.



Walk to the end of the passage then head left and jump across onto the small ledge. Jump across onto the next ledge and continue over the narrow bridge, collect the 1-Up Mushroom and the first 2 Red Coins from the alcove. Jump onto the small island then across to the Green Cap switch, jump on the switch then collect the next 2 Red Coins. Jump back onto the small island and collect the Metal Cap from the Green Cap Block then jump into the water and collect the remaining Red Coins. Use the Metal Cap once more to claim the Power Star.

Blue Cap Switch (Basement Key Required)

Once in the basement, Mario must follow the passage around to the right into the shallow water then continue heading right to the door next to the blue wall torch. Once through the door, jump into the water and swim under the wall into the next room. In the next room there is another pool with two pillars in it, Mario must climb on the pillars and perform a Butt-Stomp on both of them, this will drain the water from the room and the moat surrounding the castle. Using the door previously submerged, walk out into the moat and continue around to the right where Mario will find a square hole, this is the entrance to the hidden course containing the Blue Cap switch.



Stand Mario on the edge of the slope then use a close in view to look down the slope and find the nearest ledge, carefully slide Mario to the bottom of the slope collecting the first four Red Coins from the ledges. At the bottom, quickly run around the corner to the first tilting bridge then proceed to the rotating platforms, use the rotating platforms to reach the second tilting bridge and collect the next 2 Red Coins. Continue onto the next set of rotating platforms and collect the seventh Red Coin, use a Double Back Flip off the last platform to reach the ledge before Mario gets tipped off. Collect the final Red Coin then jump on the Blue Cap switch. Collect the Vanish Cap from the Blue Cap Block then guide Mario through the mesh fence to collect the Power Star.





BOWSER IN THE DARK WORLD

In Search of Bowser (8 Power Stars Required)

When Mario has collected 8 Power Stars or more, he can open the large star door at the top of the main staircase on the left and venture into the first boss level.

Within this level there are 8 Red Coins to collect and the basement key which is held by Bowser.

1. Stand on the purple switch to activate the temporary bridges that'll allow Mario to collect the first 2 Red Coins. The first Red Coin is located to the side of the platform where Mario started this level, the second is on the same platform as the purple switch. **2.** Continue across the rotating square platforms and up to the top of the slope then carefully jump onto the rotating platforms. On the next platform there is a '!' Block containing a 1-Up Mushroom. **3.** Climb up the bridge and follow the path to the third Red Coin then continue to the sliding platform at the top. Collect the fourth Red Coin from the other side of the sliding platform then jump onto the rotating square platforms and collect the fifth Red Coin. **4.** Jump onto the next pair of rotating square platforms then onto the next platform. Guide Mario out onto the narrow path to the small circular platform where the sixth Red Coin is located, stay as close to the centre pillar as possible to avoid the AMP who's buzzing around. Return back along the narrow path and proceed across the tilting bridges. **5.** The seventh Red Coin is located to the side of the second tilting bridge and the eight Red Coin is on the platform above the first tilting bridge. Use the second tilting bridge to reach the upper platform then jump across to the final Red Coin, the Power Star will appear next to the warp tube that'll take Mario to Bowser. **6.** Continue to the next purple switch and stand on it to activate the staircase then quickly climb to the top of the stairs before they disappear. At the top, collect the Power Star then jump into the warp tube.

Battling with Bowser



To beat Bowser, Mario must run behind him and grab hold of his tail by pressing the 'B' button. Once Mario has him in his grip, rotate the control stick in either direction to swing Bowser around in a circle, the more you rotate the control stick the faster Bowser will swing, allowing Mario to throw him further. Mario must throw Bowser into one of the spiked orbs located on the outer edge of the platform, there are a total of six to choose from. As Mario is swinging Bowser, adjust views to find the nearest orb. If Mario misses one of the orbs and Bowser falls off the platform, Bowser will jump back onto the platform causing it to shake. If you're finding it difficult to get Bowser to hit one of the orbs, use several throws to move him as close to an orb as possible. When Bowser has been defeated he'll lie flat on his back, approach him and he'll give Mario the basement key.



SECRET STARS

Within the castle there are secret Power Stars to be collected. Some are hidden within courses, others can be collected from characters that Mario will meet on his travels.

THE PRINCESS'S SECRET SLIDE (1 Power Star Required)

1. In the entrance hall, climb the main staircase and enter the door to the right. Inside, there are three stain glass windows of the Princess, jump through the one on the right to enter the secret course where there are two Power Stars waiting to be collected. **2.** Jump onto the slide and guide Mario safely to the bottom. To reveal the first Power Star, hit the '!' Block. **3.** To claim the second Power Star, Mario must return to the slide and make his way to the bottom again, only this time he has to reach the finish line within 21 seconds. Use a long distance view to help Mario speed down the slide without falling off. **4.** There is a short cut Mario can use on the slide that'll get him across the finish line in record time. After the first tunnel section there is a sharp drop on the slide, at the top of this drop Mario must jump off the slide and to the left then land on the slide below. **5.** Remember to use a Butt-Stomp to break Mario's fall.

THE SECRET AQUARIUM (3 Power Stars Required)

Inside the room that contains the picture portal leading the Course 3 (Jolly Roger Bay), there are two holes on either side of the entrance. The hole to the right contains a 1-Up Mushroom and the other leads to the Aquarium. Once inside the Aquarium, swim around and collect the 8 Red Coins to expose the Power Star that'll appear at the bottom of the tank.

THE YELLOW RABBIT (Basement Key Required)

In the basement there is a yellow rabbit who has 2 Power Stars to give to Mario, but first he'll have to catch him. Mario can collect

the first Power Star from the rabbit when he has collected between 20 and 50 Power Stars and the second one when he has over 50 Power Stars. Using a running dive is the best method to catch the rabbit otherwise Mario can use a wall torch to burn himself then sprint after him. If at first you don't succeed, try try again.

TOAD (Basement Key Required)

Enter the room with the pool portal that leads to course 6 and walk down to the pool. Approach Toad who's stood in the corner and talk to him, for this he'll give Mario a Power Star.



SHADOWS OF THE EMPIRE

Shadows of the Empire is LucasArts latest 3D shoot em-up in which you take on the role of Dash Rendar and fight off the Imperial Forces in a desperate bid to save the galaxy. Not only will this complete player's guide point you in the right direction, it'll show the locations of all the Challenge Points allowing you to access the game's secrets.

Challenge Points

These are the points you must collect if you wish to access the game's secrets. There are four secrets in total, one for each difficulty setting that will only become available once you collected all the Challenge Points for that particular setting. The locations of all the Challenge Points remain the same regardless of the difficulty setting you choose.

Game Secrets

Easy	Gives you the Loebo Scanner.
Medium	Allows you to fly an X Wing or TIE Fighter in the station (Skyhook) battle.
Hard	Gives you all weapons and allows invincibility at will.
Jedi	All Wampas in the game become friendly.

PART 1 - THE BATTLE OF HOTH

Challenge Points

3

THE BATTLE OF HOTH

Destroy attacking Imperial Forces

Stage One

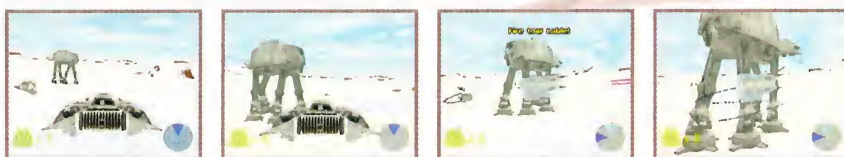


To complete this first stage you must use the snowspeeder's lasers to destroy the Imperial probe droids. Move into the cockpit and use the radar to locate the nearest droid. Once in range, use the airbrakes to slow the snowspeeder down, this will give you a longer approach allowing more shots to be fired at the droids. Once the droid is in your sights, continually fire until it falls from the sky. Use the radar to locate the remaining droids then attack and destroy them one at a time using the same method as before.

This next stage comprises of probe droids and two AT-STs that must be destroyed. Attack and destroy the droids first then turn your lasers on the AT-STs. Whilst attacking the droids avoid flying in front of the AT-STs, they will open fire as soon as you fly within range. Attack one AT-ST at a time approaching from behind flying close to the ground. Aim your sights at the upper body or the pivot point between the upper body and legs for maximum impact. You may need to use several attack runs before they drop, remember to use the airbrakes to increase your approach and the radar to avoid flying into enemy crossfire.

Stage Three

There are probe droids, AT-STs and an AT-AT to destroy in this stage. Once again start with the probe droids then the AT-STs and finally the AT-AT. The AT-AT can be destroyed with the snowspeeder's lasers but you'll not be awarded the first challenge point unless you use the harpoon and tow cable to drag it down. Approach the AT-AT from behind flying low to the ground with the airbrakes on, use the chase view to help you gauge the distance between the snowspeeder and the AT-AT. As you fly along side the AT-AT's legs, fire the tow cable then begin your first turn around it's legs. If you circle the AT-AT too wide the cable will be lost and you'll need to start again, try to keep the snowspeeder in line with the AT-AT's knee joints whilst circling around it's legs. When you've wrapped the cable around the it's legs (at least twice) it'll stumble and fall to the ground, this will gain you your first Challenge Point.

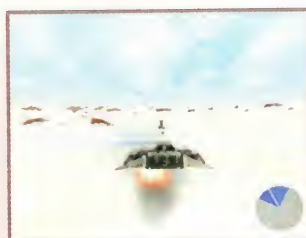
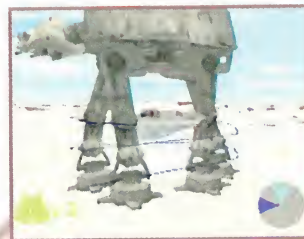


Stage Two



Stage Four

In this final stage there are probe droids, AT-STs and two AT-ATs to destroy, remember you must use the harpoon and tow cable on the AT-ATs to claim the next two Challenge Points. Destroy the probe droids and the AT-STs then concentrate on bringing the two AT-ATs down. Use the same method as before, attacking one AT-AT at a time. You must bring both of them down to receive the next two Challenge Points.



Combat Tip

If your snowspeeder has sustained severe damage whilst engaging the Imperial troops and will not survive another laser blast, use the snowspeeder as a battering ramp and fly straight into an enemy unit, kamikaze style. Don't use this method to destroy any of the AT-ATs, you must use the harpoon and tow cable to be awarded Challenge Points.

Challenge Points

10

Chapter two

ESCAPE FROM ECHO BASE

Activate the emergency generators then return to the ship

Stage One

1. From the start, head through the archway into the next hanger. Destroy the troops to the left and then the troops on the right, use the archway and crates for cover against enemy fire. Once the area is clear, blast open the crates and collect any health packs to restore your health if required then head into the passage on the left. **2.** Open the door on the left and kill any troops inside then enter the chamber and operate the wall switch to release the Wampas. You can either destroy the Wampas with your laser, which may take some time and a few lives or you can exit the chamber and let them fight against each other. **3.** Wait outside the chamber, but not too close to the door and listen to the Wampas fight. When the fighting has stopped, re-enter the chamber and destroy the remaining Wampa then collect the seekers from the floor. Exit the chamber and head back to the hanger then continue down the passage on the right, blast open all crates to expose any useful items. At the end of the passage, use the wall switch to open the door then enter the next chamber. Inside, destroy the troops then collect the health packs from the shelf if required. **4.** Head into the adjacent chamber containing the red pillar and open the secret panel on the right to expose the first Challenge Point,

continue through the next two doors and into the passage. Clear the passage of all enemies then

open the door on the left and destroy all troops inside, this is the second chamber containing imprisoned Wampas. Inside, operate the wall switch then exit before the Wampas can reach you. When the Wampas have finished fighting, open the door and kill the remaining Wampa then re-enter and collect the seekers. **5.** Further along the passage there are four crates against the wall on the right that are blocking the entrance to the second Challenge Point. Blast away the top two crates then destroy the Wampa on the other side before blasting away the bottom two crates and collecting the Challenge Point. Continue along the passage destroying all enemies, crates and the floor mounted laser gun at the end then follow the next passage on the right. **6.** When you reach the bridge, clear the area of all probe droids and troops then jump across to the

ledge on the right where the third Challenge Point is located. Continue across the bridge then follow the narrow ledge around to the left and into the cave. **7.** On the other side of the cave, destroy all visible troops and droids then follow the narrow ledge on the right around to the fourth Challenge Point. Return back to the cave then follow the ledge around to the next passage that leads to the lift, use the wall switch to open the lift then enter.



Chapter two

Stage Two

1. Exit the lift then follow the passage around to the generators, clear the area of all enemies then jump onto the right hand generator and walk around the turbine to the fifth Challenge Point. **2.** Continue across the walkway and destroy the droid waiting at the end then jump across the gap into the dark recess, collect the sixth Challenge Point then jump back onto the walkway. Continue along the walkway in either direction until you reach the next the wall switch. Operate the switch to open the lift then enter and operate the next switch to reach the control room. **3.** Kill all the troops in the control room then operate the six switches in the centre of the room to activate the emergency generators. Return to the lift and the walkway. **4.** Follow the walkway between the next set of generators then jump over the hand rail to reach the generator on the right. Walk around the turbine and collect the seventh Challenge Point then continue around the turbine to the small gap and jump across to the opposite generator. **5.** Walk around the turbine and collect the eighth Challenge Point then use the outer ledges to climb up and jump back onto the walkway. Continue into the passage and to the switch at the end, this will open the door to the left. **6.** As you enter the next passage the floor will crack and begin to part, jump across the first crack on the left then stand against the wall and wait for the ninth Challenge Point to appear. Once



you've claimed the Challenge Point, jump across to the opposite ledge then run to the end and jump across into the next passage. **7.** At the end of the passage, operate the switch to open the lift then enter. Once the lift has stopped, follow the passage around to the next room where you must destroy the AT-ST. **8.** Once the battle has started, run around behind the AT-ST for shelter, you'll have to keep moving to stay behind it. Whilst running around in circles, aim your sights up at the upper body or pivot point then open fire with your laser. When your sights are lined up correctly switch to seekers if you have any. Once the AT-ST has been destroyed, use the crates to climb onto the two platforms and collect any items available then jump down and blast open the crates to expose useful health packs and ammo. **9.** As you follow the passage to your ship you'll come across four crates against the wall on the right, blast the crates away then clear the area of all enemies before entering. Carefully jump across to the icy ledge and collect the tenth Challenge Point then jump back and continue to your ship.



Challenge Points
6

Chapter three

THE ASTEROID FIELD

Fight off the TIEs

Stage One



repeatedly fire until it has been destroyed, remember that you also have missiles at your disposal. Concentrate all your fire power on one TIE at a time, unless you get an incoming bomb warning, these take priority. Use your laser to destroy all incoming bombs starting with the nearest one first. As you fly through the asteroid field, you'll notice red asteroids floating about, there are six in total each worth a Challenge Point when destroyed. Be sure to collect all six Challenge Points before destroying the required amount of TIEs and completing the stage.

As soon as you enter the asteroid field, move into the cockpit and use the indication arrows to locate the nearest TIE fighter or bomber. When you have a TIE in your sights,

PART 2 - IN SEARCH OF BOBA FETT

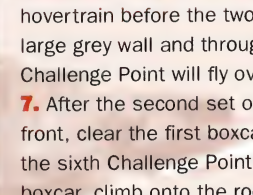
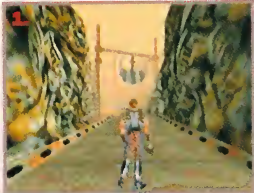
Chapter 4

Challenge Points
12

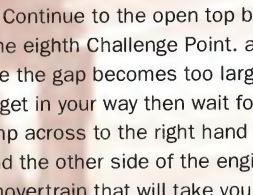
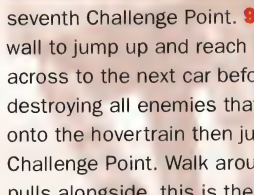
ORD MANTELL JUNKYARD

**Ride the hovertrain
to IG-88 at the salvage plant**

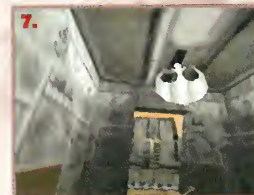
Stage One



1. In this first stage you must ride the hovertrain to the salvage plant in search of IG-88. As soon as you start the first Challenge Point will fly directly over your head, get ready to jump up and grab it. **2.** Stand to the left of the car and get ready to jump over the first low beam, the second Challenge Point is resting just above it. **3.** Jump the next three beams then stand to the right of the car to collect the third Challenge Point from above the fourth beam. Jump and duck the remaining beams then when the car in front approaches jump across onto it. Use caution when jumping from one car to the next if the hovertrain is on a bend. When the next car pulls along side jump onto it to avoid being hit by the incoming cargo container, jump back once it has passed to avoid the second cargo container. When the next car in front approaches jump onto it. **4.** The next set of obstacles are energy barriers across the track that you'll have to deactivate. As you approach the barriers, shoot the circular control panel at the side to deactivate them. **5.** Continue to the car at the front of the train and wait for the boxcar to pull along side. Destroy all enemies inside the boxcar then jump across and collect the fourth Challenge Point, jump back across to the



hovertrain before the two tracks split. **6.** Just before you pass under the large grey wall and through the next set of energy barriers the fifth Challenge Point will fly over your head, get ready to jump up and collect it. **7.** After the second set of energy barriers another hovertrain will appear in front, clear the first boxcar of all enemies then jump across and collect the sixth Challenge Point from the third compartment. **8.** In the next boxcar, climb onto the roof then walk back and drop down to reach the seventh Challenge Point. **9.** Continue to the open top boxcar and destroy all enemies then use the small wall to jump up and reach the eighth Challenge Point. as soon as you have the Challenge Point jump across to the next car before the gap becomes too large. Work your way to the front of the hovertrain destroying all enemies that get in your way then wait for the next hovertrain to appear. **10.** Jump across onto the hovertrain then jump across to the right hand side of the engine and collect the ninth Challenge Point. Walk around the other side of the engine and jump across to the hovertrain when it pulls alongside, this is the hovertrain that will take you into the salvage plant.



Stage Two



1. Once inside the salvage plant, jump off the hovertrain and follow the track to the two archways. Head through the archway on the left then climb up the scrap pile and walk along the beam reach the tenth Challenge Point at the top of the pile. Use your laser to keep IG-88 at bay but don't kill him until you've collect all the Challenge Points. **2.** Return back to the track then head through to opposite archway. Use the catwalk to reach the top of the two furnaces then jump down into the furnace on the left. **3.** Quickly jump onto the small ledge and collect the eleventh Challenge Point then open the door and exit the furnace. **4.** Return to the top of the furnaces again then jump down into the furnace on the right, collect the last Challenge Point from the ledge then exit. **5.** Explore the salvage plant for health packs, ammo and weapons. When IG-88 approaches give him everything you've got until he drops.

Chapter 5

Challenge Points
15

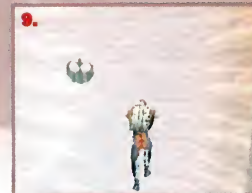
GALL SPACEPORT

Use the central computer in the
Observation Tower to locate
Boba Fett's hanger

Stage One



1. Once outside your ship, climb onto the rock on the right then jump onto your ship and collect the first Challenge Point from above the wing. Walk over towards the gorge and jump across to the opposite ledge, walk to the end of the ledge then jump across the gorge again onto the next ledge. Continue along the next two ledges and over the narrow bridge then follow the path around to the ledge on the other side of the mountain. After passing the first cave you'll have to jump onto the small rock column and then across to the ledge on the left, continue along the ledge until you reach the path on the right that leads to the three rock columns. **2.** Follow the path to the second rock column then carefully jump across to the bottom step and climb to the top. Once you have the second Challenge Point, return to the previous ledge and continue around the mountain to the entrance of the Imperial Base. **3.** Blast the troops through the window then jump through and operate the switch to open the door. Once inside, destroy all enemy units then use the lift to reach the upper level. Follow the passage to the outside platform then walk around to the main doors. **4.** Use the hover pad to reach the opposite platform and the switch that opens the main doors then return to the hover pad and the main doors and enter before they close. Inside, use the lift to reach the upper platform then continue across the walkway and into the passage. **5.** Clear the area of all guards, troops and droids then walk across the walkway to reach the lift and the upper level, continue across the next walkway to reach the Observation Tower. Step into the lift at the base of the tower and operate the switch to reach the observation room. **6.** Destroy any guards in the observation

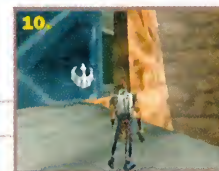
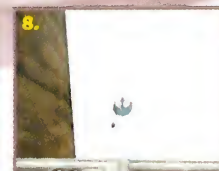


room then operate the wall switch to open the door, now step out onto the platform and collect the jet pack. **7.** Use the jet pack to fly up to the top of the tower where you'll find the third Challenge Point, wait for the jet pack to recharge before flying down to the base of the tower. **8.** Return back inside the base and use the jet pack to reach the fourth Challenge Point located above the walkways then head back outside to the tower. **9.** Using the jet pack, fly into the gorge and land on the first rock column. Wait for the jet pack to recharge then fly across to the second rock column to the right, the fifth Challenge Point is located high up between these two columns. Continue through the gorge to the door against the rock face, remember to recharge your jet pack where ever possible.

Stage Two



1. Follow the passage around to the door and open it, now use the jet pack to fly up to the top of the shaft. At the top, clear the area of guards and troops then walk through the doorway onto the platform. **2.** Using the jet pack, jump off the edge of the platform and drop down to the sixth Challenge Point located in the cave at the bottom of the rock face. Wait for the jet pack to recharge then return to the platform and operate the switch to summon the hover lift. **3.** As soon as you exit the cavern on the hover lift, use the jet pack to fly up onto the ledge on the left. Collect the seventh Challenge Point then return back inside the cavern to the platform and summon the hover lift again. Ride the hover lift to the next platform, when it stops use the jet pack to reach the platform then let the jet pack to recharge. **4.** Before entering the base, fly across the gorge to the opposite ledge and collect the eighth Challenge Point. **5.** Once you've dealt with the AT-ST, the ninth Challenge Point will be revealed. Use the jet pack to collect the Challenge Point then operate the switch to the right, recharge the jet pack then fly through the second ventilation shaft from the left. At the end of the shaft, run along the walkway through the rotating blades then drop down vertical shaft, use the jet pack for a soft landing. **6.** At the bottom of the shaft, recharge the jet pack then fly back up past the first set of blades and collect the tenth Challenge Point. Continue along the next walkway through the rotating blades then drop down the second vertical shaft and enter the smaller shaft. **7.** Destroy all droids in the cavern then



use the jet pack to collect the eleventh Challenge Point before flying up to the ledge on the opposite side of the cavern, continue through the cave then jump onto the hover lift. **8.** While you're riding the hover lift to the hanger, the twelfth Challenge Point will past over your head, jump up and grab it. Destroy all the guards and



troops in the hanger then fly onto the platform on the left and operate the switch to open the door on the opposite platform. Once through the door, follow the passage around to the lift and step on to reach the next hanger. **9.** When the hanger has been cleared of enemies, use the jet pack to reach the thirtieth Challenge Point located above the shuttles centre wing then use the switch to open the next door. Follow the passage around to the next lift and step on, this'll take you to Boba Fett's hanger. As soon as Boba Fett appears, jump off the side of the hanger and float down to the base of the tower. **10.** Walk around the tower and collect the fourteenth

Challenge Point then jump off the cliff edge and float down to the lower platform where the last Challenge Point is located. Collect the health packs and ammo from the base of the tower then recharge the jet pack and return to Boba Fett. **11.** Continually fire at Boba whilst flying onto the platforms to collect more ammo and health packs, always keep on the move to evade his laser blasts and lethal flame thrower. **12.** After you have brought Boba Fett's health down to zero, he'll disappear then return in his ship. Attack his ship using the same method used on the AT-ST's, keep behind it at all times whilst shooting up at the back plate. Eventually Boba's ship will fall into the hanger never to be seen again.

PART 3 - HUNTING THE ASSASSINS

Chapter 6

Challenge Points

12

MOS EISLEY AND BEGGAR'S CANYON

Stop the swoop gang before they reach Luke



Stage One

Using the hover bike, you must race through the streets of Mos Eisley then out into Beggar's Canyon and destroy all the members of swoop gang before they reach Luke. Once you've stopped gang you'll have time to cruise around and collect the all the Challenge Points.

Ride for your life

As you ride through the streets, keep going as fast as possible to catch up with the swoop gang. Further into town, there will be side streets that you can use, it doesn't matter which street you choose as long as your display doesn't tell you that you're going the wrong way. When you approach gang riders, ride along side them and repeatedly ram them into walls until they crash and burn.

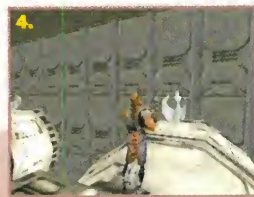
- 1.** You'll find the first Challenge Point just after the first ramp on the right. You'll need to use the ramp to jump onto the bank where the Challenge Point is located. **2.** After the first Challenge Point you'll come into a clearing with a leaning tower in the middle, the second Challenge Point if sat below the tower. **3.** The third Challenge Point is directly above the second ramp. Ride up the ramp as fast as possible to reach it. **4.** Using the same ramp, jump onto the bank on the right to reach the next Challenge Point. **5.** Shortly after forth Challenge Point, you'll reach the first junction. The fifth Challenge Point is hidden down the alley to the left of the tall dark building. **6.** From the fifth Challenge Point, follow the alley around the building to the opposite side where the next Challenge Point is waiting to be collected. **7.** Head through the narrow passage and continue along the main street until you reach the small stone wall on the left, the Challenge point is sat just to the left of it. **8.** The last Challenge Point to be found

in the town is located in the alley of the second tall dark building, just like the sixth Challenge Point. **9.** As soon as you exit the tunnel that leads to Beggar's Canyon, turn around and ride behind the temple to reach the ninth Challenge Point. **10.** The next two Challenge Points are both located in the desert section above the pit traps. Use a long run up to clear the pits and collect the Challenge Points. **11.** The last Challenge Point is in the canyon section above one of the archways, you'll need to ride up one of the narrow pathways on either side to reach it.



Stage One

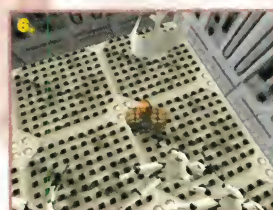
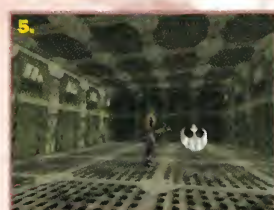
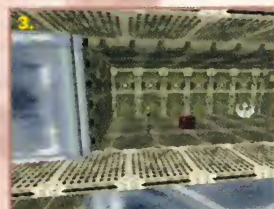
1. Operate the wall switch then walk through the doorway and clear the area of all troops. Walk through the doorway to the left and collect the first Challenge Point then walk into the next chamber and open the door, continue through the sleeping quarters to the chamber at the end. **2.** Destroy the floor mounted laser gun then collect the Challenge Point behind it, now use the lift in the corner to reach the upper level. Exit the lift and walk around to the wall switch on the other side of the room. Operate the switch then walk down the stairs and continue through the moving doors to the end of the passage.



Stage Two

1. Destroy the two wall mounted lasers to your right and left then operate the centre switch the open the doors. Destroy the four wall mounted lasers in the next chamber then operate both wall switches to open the large door at the end. Destroy the next two wall mounted lasers then operate the switch and continue through the next door. **2.** Clear the area of troops, guards and droids then run through both sets of spinning blades. Walk around the room then run back through the next set of spinning blades. **3.** Jump up and grab the third Challenge Point then step into the lift to reach the lower level. **4.** Walk out onto the walkway and onto the first rotating platform, duck under the first arm and jump the second then jump onto the turbine and collect the Challenge point at the end. Collect the next Challenge Point at the end of the second turbine then jump onto the second platform and step onto the lift. Enter the turbine room and destroy all troops then walk around and use the lift in the next room. At the top, destroy all droids then step onto the next lift to reach the lower level.

Stage Three



1. Open the lift door then enter the cargo room and destroy all the droids but not the crates. When the area is secure, destroy the crate to the right of the lift to expose the switches that operate the four doors on the right of the cargo room. **2.** Operate the switch on the far right then use your laser on the pile of crates to create steps up to the first floor platform. **3.** Jump onto the first floor platform then enter the area on the right and blast open the large crate to expose the seventh Challenge Point. Jump down to the floor then blast away the crate that is blocking the switches at the far end of the cargo room, these operate all the doors on the left of the room. **4.** Operate the sixth switch from the left to open the right hand door on the first floor then use the crates to reach the first floor platform again. **5.** Walk across the walkway and into the area you've just opened then destroy the crate to expose the eighth Challenge Point. Drop back down to the floor then operate the fifth and seventh switches on the far wall then climb back onto the first floor platform and walk across the walkway. Enter the second area and use the ramp on the far wall to reach the second floor. **6.** Walk across the walkway to the opposite platform and open the middle door. Destroy all troops inside then blast open the crate in the corner to reveal the ninth Challenge Point. **7.** Return to the platform and walk to the far end then destroy the two crates blocking the passage, continue along the passage then down the ramp and into the control room. **8.** Once the room has been cleared of all enemies step onto the lift to reach the landing bay where the Loader Droid will be waiting for you.

9. As soon as the Loader Droid attacks, move away to a safe distance then turn around and open fire. When the droid begins to get too close, run off to a safe distance then turn around and open fire again. **10.** Once the droid's circuits have been torched the large door will open exposing the Super Computer. After receiving a message from Leebo, use the lift to return to the control room then operate the centre switch to deactivate the shield, this will allow the Out Rider to land.



PART 4 - LAIR OF THE DARK PRINCE

Chapter 8

Challenge Points

9

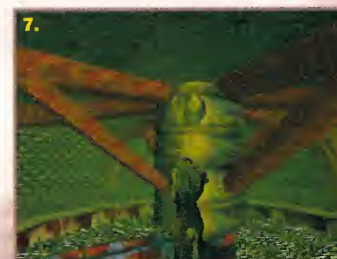
SEWERS OF IMPERIAL CITY

Find the entrance
to Zixor's Lair

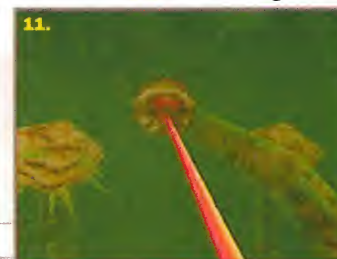
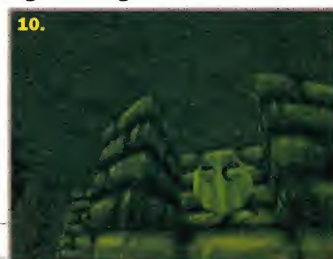
Stage One



1. After finding yourself in the sewers, walk down the ramp or use the jet pack to float down to the bottom of the shaft then jump into the tunnel and follow it along to the next shaft. Stand on the trap door in the centre of the shaft and wait for it to open, when you reach the bottom of the shaft continue into the next tunnel. Carefully run past the first crusher then walk around to the second crusher, jump into the recess on the left and open the secret door to expose the first Challenge Point. **2.** Continue past the second crusher and into the main sewage chamber then jump into the sewage and swim towards the first pillar on the left, the second Challenge Point is floating just below the platform. **3.** Use the jet pack to reach the second tube on the right, follow the tube along to the next shaft then jump into the sewage and swim down to the bottom. Operate the two switches to open the underwater chamber containing the third Challenge Point, collect the Challenge Point then recharge the jet pack and fly up the shaft to the next tube. **4.** At the end of the tube, fly up to shaft and enter the shaft at the top, the fourth Challenge Point is located in the small chamber at the end of the shaft. **5.** Return to the previous shaft and jump down the ledges to the lower shaft, jump in and follow it to the next vertical shaft. Drop down to the bottom then head down the tube and collect the sixth Challenge Point at the end. Return back to the shaft then fly up and



enter the shaft at the top, proceed along the shaft to the next chamber. Clear the chamber of guards then collect the security key for the main sewage gate and return back to the main sewage chamber. **6.** Use the key to open the sewage gate then jump into the sewage and swim down to the left, the Challenge Point is located at the bottom. Now swim over to the large tube on the right and enter, follow the tube all the way to the next chamber. **7.** When you emerge from the large tube, destroy all troops and droids then use the jet pack to fly up and reach the Challenge Point from behind the centre shaft. **8.** Jump into the small tube in the wall and continue into the next shaft then jump into the sewage and swim down to retrieve the eighth Challenge Point from the base of the pillar. Use the ledge on the pillar to recharge your jet pack then fly across and activate both wall switches, this will expose the shield deactivator. **9.** Once you have the deactivator, fly to the top of the shaft and enter the rotating tube, at the end of the tube shoot the circular switch to remove the wall in front of you. Continue through the next set of chambers using the deactivator to remove the energy shields. Once inside the long chamber, fly through the hole that leads directly up to reach the first switch that will activate the large gears in the next chamber, return back through the hole and fly through the diagonal hole to reach the second switch. **10.** Head through the 'V' shaped tunnel past the two large gears then operate the switch to open the door. Walk around to the right of the pillar and use the jet pack to reach the last Challenge Point in the recess. **11.** Use the switch to open the next door then enter, this is where you'll meet Giant Dianoga. Jump into the sewage and repeatedly fire at Dianoga's eye to decrease his health, don't bother shooting the tentacles as you will not cause any damage. When Giant Dianoga has been destroyed and the sewage has drained from the chamber, fly up through the centre hole into the upper chamber then walk through the door into Zixor's Palace.



Chapter 9

Challenge Points
10

XIZOR'S PALACE

Place Pulse Bombs on the service panels

Stage One

1. Head through the chamber and up the stairs then through the automatic door and into the next chamber. Clear the chamber of all enemy units, including the wall mounted laser near the door then use the jet pack to reach the switch on the first floor, it's located at the opposite the door at the far end of the chamber. Operate the switch then quickly turn around and collect first Challenge Point from the secret compartment behind you. Operate the switch again then jump down and run through the door before it closes. **2.** Continue to the top of the stairs and through the door into the next chamber. Once you've destroyed all the droids, enter the lift then use the jet pack to fly up and operate the switch at the top of the shaft, this will lower the lift exposing the second Challenge Point and an extra life at the bottom of the shaft. Use the jet pack to reach the top of the shaft and the upper floor then follow the passage along to the wall switch. **3.** Operate the switch to lower the first lifting bridge then head over the bridge and continue along the passage to the lift. Use the lift to reach the upper level and the switch to activate the second lifting bridge. When the second lifting bridge has been lowered, return to the lower level then head across the second bridge. **4.** As you reach the end of the bridge, jump off to the right and use the jet pack to fly up to the window on the left. Kill all guards inside then fly through the window and collect the third Challenge Point. Continue across the bridge to the door to end the stage.



Stage Two



1. Continue through the door then stand on the lift to reach the next floor. When the lift stops, use the jet pack and continue to the top of the lift shaft and collect the fourth Challenge Point from the small compartment. Return to the lift then enter the chamber and operate the wall switch, this will open the tunnel in the lift shaft. **2.** Jump into the tunnel and follow it around to the rotating gears, carefully jump across the first gear hole then drop down the second gear hole and collect the Challenge Point from the alcove. **3.** Whilst in the alcove, open the secret door and follow the passage to the outside area then use the jet pack to fly up and collect the Challenge Point around to the right. Continue past the remaining gear then through the next passage to large gear wheel. **4.** Drop down below the first large gear wheel and collect the Challenge Point from recess then return to the ledge and continue to the next door. **5.** In the centre of the main chamber is the pillar where you must place the pulse bombs on the service panels. Destroy all droids and guards in range then drop down to the platform below, open the secret panel in the narrow passage and collect the Challenge Point. **6.** Collect the next Challenge Point located in the pillar near the base then place the three pulse bombs on the service panels. Once all the bombs are in place, fly onto the second platform from the top and continue through the passage. **7.** Use the jet pack to reach the bridge then walk to the wall on the left, open the panel and take the Challenge Point then walk to the other side of the bridge and operate the switch to summon the lift. **8.** Step

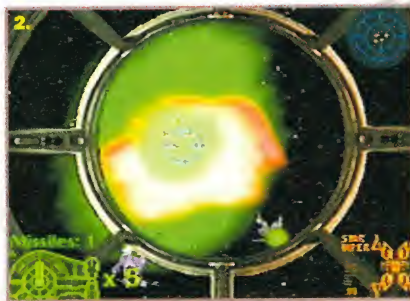


onto the lift then operate the switch on the wall to rise up and meet the Gladiator Droid. **9.** When the Gladiator steps out and begins his attack, move in close and stay behind him as he walks around. Repeatedly shoot at him, even if it's at his feet! **10.** When the Gladiator finally falls, the floor will open up then the Gladiator's upper body will come back to life and start attacking again. Use the walls for cover whilst attacking the Gladiator with some of your heavier weaponry to bring his health down. **11.** When the Gladiator has been beaten for a second time, his head will live on and keep on attacking. Walk around the floor collecting ammo and health packs then attack the Gladiators with everything you have.

Chapter 10

Challenge Points

0

SKYHOOK BATTLE
Destroy Zixor's
fighters and Skyhook
Stage One


Move into the cockpit and use the arrow indicators and radar to locate the nearest TIE, once in your sights open fire. Remember to destroy any incoming bombs before they reach you and to use the missiles at your disposal. When you've destroyed the required amount of TIE's you must take control of Out Rider and turn your sights on Skyhook's gun turrets, they're located at the end of each arm. If the turrets are not destroyed on your first run they will restore any damage sustained, use the missiles to help you out and the airbrake for a longer approach. Once all four turrets have been blown away you must fly inside Skyhook and destroy the power core by blasting it from all four sides with missiles. Fly into each arm and guide the Out Rider past the barriers, use the airbrakes to slow things down. As soon as you have a clear shot at the power core open fire with your missiles. Fly back out of the Skyhook and let your missiles reload then enter another arm for a second attack. Once the four sides have been targeted with missiles it's time to get the hell out and let nature take its course.



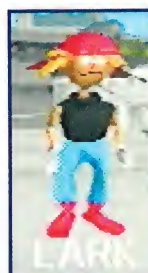
PILOT WINGS



Pilot Wings 64 is the first flight sim developed for the N64. It has three different vehicles that you must navigate through 12 missions and complete various tests to receive awards that'll allow you access to the bonus games. Don't get into a flap, read on and reach for the skies!

Lark & Kiwi

These two are the lightest characters available. They are highly manoeuvrable with quick response but their lack of weight makes them vulnerable to strong winds, especially when landing in a cross wind.



Goose & Ibis

These two are the middle weights. They both have the same attributes as the lighter and heavier characters but not to the same extremes. They are ideal for beginners and more suited to the earlier missions.



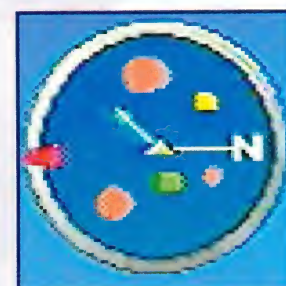
Hawk & Robin

These are the heaviest characters available. They are both slow to manoeuvre with a slow response rate but are stable in strong winds making them more qualified for the winder mission that require less manoeuvrability.

The Radar

The radar is an essential part of your navigational kit that displays vital information needed for each test. This overview shows you the symbols displayed on the radar and what they mean.

- Green Square** Item below you
- Yellow Square** Item above you
- Red Square** Landing Area
- Brown Circle** Thermal
- White Line** Always points towards North
- Blue Line** Indicates wind direction, length indicates wind speed

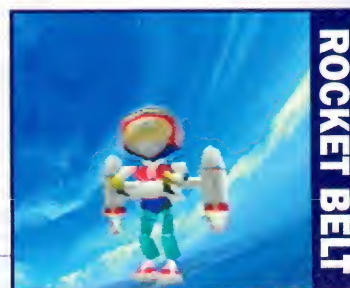
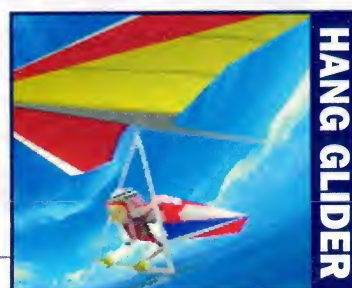


Learning To Fly

In order to get Perfect Scores for all the vehicles and missions, you'll need plenty of patience, determination, concentration and a very understanding girlfriend! Being able to get top marks for time, objectives, landing and impact just in a single flight is not an easy task, even in the early missions. Remember, practice makes Perfect!

	Hang Glider	Rocket Belt	Gyrocopter
BEGINNER CLASS	1000PTS	1000PTS	1000PTS
CLASS A	1000PTS	1000PTS	1000PTS
CLASS B	1000PTS	1000PTS	1000PTS
Pilot CLASS	1000PTS	1000PTS	1000PTS

VEHICLES



HANG GLIDER CONTROLS AND MISSIONS

BEGINNER CLASS

Test One: Albatross Nest

Head into the small thermal then straighten up for the rings. Keep your height steady for the landing approach.

CLASS A

Test One: Shutter Bug

Head straight into the thermal then turn towards the flames and adjust your height accordingly. Hold the camera trigger to display the picture frame then release the trigger to take the shot.

Test Two: Chicken Dive

Turn to the right and dive slightly as soon as you leave the ramp, continue to dive through the first set of rings. At the end of the run, leave yourself enough space to pull up between the rocks on the left.

CLASS B

Test One: Velocity Square

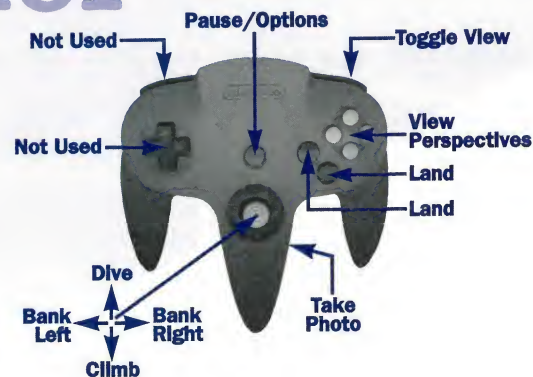
Starting with the closest, fly from one thermal to the next while heading to the landing area. When you reach the required altitude, fly out towards the sea then turn and approach the target. Using one of the lighter characters will help you reach the required altitude quicker.

Test Two: Shutter Bug 2

Head south then down to sea level and take three pictures of the whale, use the thermals at gain height between photos. Fly towards the hotel using a fast and low approach, use your last three pictures then land.

Test Three: Seagull Wing

As soon as you leave the ramp, head around to the landing target then fly for the nearest thermal when visible. Continue across the mountain to the thermal nearest the target. Circle above the sea to waste time then when the clock starts to get close to 2 minutes 30 seconds it's time to begin your approach. Remember that timing is important.



PILOT CLASS

Test One: Thermal Flyer

Fly into the large thermal first then continue south to the next thermal. Using the larger thermals, you must work your way up to the smaller thermals surrounding the landing area. Remember to use a lighter character for extra height.



Test Two: Rising Creek

Use the radar to guide you through the first three rings then fly into the thermal. Continue through the two rings then head for next thermal. Use third thermal to climb above the majority of rings, this will give you enough height for the last three rings before landing.



Test Three: Shutter Bug 3

Use a low fast approach to take the photo of Missi in the reservoir then continue to the thermal and follow the canal out to sea where the passenger boat is located. As you approach the shuttle it'll begin its take off, get ready with the camera.



Landing

Drop your feet to bring the speed down on your final approach, keep your speed below 50km/h. Always aim for the centre of the target and use your shadow to gauge your height. Pulling back on the stick while landing will drop your speed quicker but increase your height.



ROCKET BELT CONTROLS AND MISSIONS

BEGINNER CLASS

Test One: Balloon Crash

Blast up towards the balloon at the top of the castle and crash into it, now head to the landing area as quickly as possible and land. You'll be deducted points once 45 seconds have passed.



CLASS A

Test One: Metropolis Dance

Here, you must fly through all the rings as quickly as possible then land. Take a couple of attempts to familiarise yourself with the course and plot out a route through all the rings.



Test Two: Touch & Go

Take off and head straight for the nearest pad and land then continue down the hill landing on all the pads. Try not to thrust yourself up too high, you'll waste time floating back down again. Remember to change your view perspectives for a safer landing.



CLASS B

Test One: Balloon Bonanza

Crash into the first blue balloon to burst it open then burst the five smaller balloons, fly into a line of balloons to burst more than one at a time. Once the second blue balloon has been burst, quickly burst the smaller balloons before they get blown away.



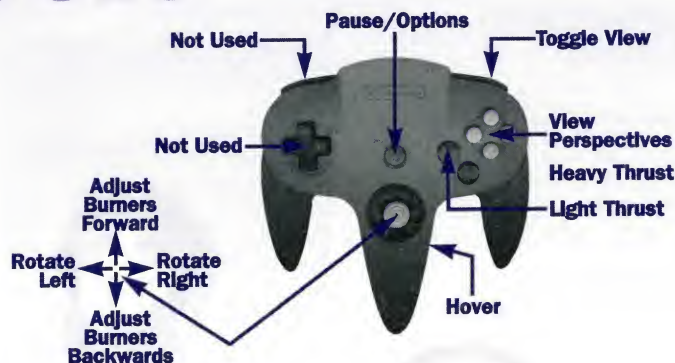
Test Two: More Rings

Use the radar to find and fly through all the rings, you're not against the clock so you can take things easy. Flying through the red time rings will give you a higher score.



Test Three: Iron Head

Continually fly into the balloon to push it into the goal. Hit the balloon at the bottom to give it lift and try to keep it in the air to avoid obstacles on the ground. Points will be deducted when 1 minute 15 seconds have passed.



PILOT CLASS

Test One: Dark Cavern

Head straight into the cavern as fast as possible, use hover to stabilise yourself if things start to get hairy. Use light thrust to guide yourself through the tricky bits then fly through the goal ring at the end.



Test Two: Diamond Head

Fly across to the other side of the balloon then fly back and push it over towards the goal area, hit the balloon on the underside to push it up into the air. Try to keep the balloon in the air all the way to the goal, if it hits the floor it'll cost you time. Remember to take the wind speed and direction in consideration and to keep an eye on your ground height.



Test Three: Touch & Go 2

Using the radar, head to the nearest landing pad and land on it. Continue around the course landing on each pad then head for the landing area. Try and avoid hovering for too long, you've only got a limited supply of fuel. Standing on the pads will slowly replenish a small amount of your fuel.



Landing

As you approach the landing area, change view perspectives so you're looking down on your pilot, this will help you see the target better and gauge your height. When you're ready to touch down, hover to slow yourself down for a soft impact. Don't hover unnecessarily, it'll waste your fuel.



gyrocopter

GYROCOPTER CONTROLS AND MISSIONS

BEGINNER CLASS

Test One: Novice Ring

Increase speed until you lift off the runway. Once airborne, come off the gas and fly through the three rings then turn around and use the radar to prepare your landing approach.



CLASS A

Test One: Sky Manoeuvres

Increase your speed between rings to reduce your overall time, if you miss any rings don't bother turning around for them. Use the radar to determine ring heights.



Test Two: Bully's Eye

When the first target is visible, press the trigger to display the cross hairs and arm the missile. When the target is in the centre of your sights, release the trigger. Destroy all three targets as soon as possible then return to the runway and land.



CLASS B

Test One: River Run

After the forth ring you'll have to fly along the river and under bridges. Drop your speed to pass under the first bridge then keep your speed steady for the remaining bridges. Flying through the white rings will help with your score.



Test Two: Metal Horizon

Destroy the high up targets furthest from the landing area first followed by the lower targets. Gradually move closer to the landing area and destroy the remaining targets. You must destroy all targets for a good score.



Test Three: Hawk Attack

Get airborne then head straight over to Meca and open fire, toggle your view to increase visibility. Repeatedly circle making passes at him, remember that you're against the clock. When you fly in close Meca Hawk will throw boulders at you, use missiles to destroy them.



PILOT CLASS

Test One: Ice Hornet

You must fly through as many rings as possible then land, remember that you'll be deducted points after 2 minutes 30 seconds have passed. Each time you pass through a blue ring, check the radar as new rings will appear. Remember to use a heavier character to avoid being blown around by the wind.



Test Two: Balloon Rush

Take to the sky and head for the nearest balloons, you can destroy the balloons with missiles or by ramming them. Flying into a line of balloons will destroy them quicker. As soon as 20 balloons have been destroyed, head for the landing area and land.



Test Three: Meca Hawk Again

Use the radar to locate Meca then move in for the kill, use a slow approach to allow you more shots. Don't attack Meca while he's under water, you won't be able to hit him. After five hits, return to the runway. Remember to use missiles to destroy the ice cubes Meca will throw at you.



Landing

Approach the runway slow and low with just enough gas to keep yourself off the deck. Pull up just before touch down for a gentle landing then decrease speed until 'Landing Accomplished' is displayed. Land as close to the centre line as possible, this will increase your accuracy points.



Internet Guide

From the humble beginnings of an American defence agency computer network, the Internet has grown at a phenomenal rate in the last few years. Before, a buzz word with computer nerds and technophobes, the term 'Internet' is now as common as the word 'television' or 'radio'. The introduction of the World Wide Web a few years ago allowed the average Joe (with two grandes worth of computer) to log on and join the information revolution that is sweeping the world. With the cost of affordable machinery dropping every day, the internet is now estimated to have an average of 40 million users. This is causing problems though. The Internet is slowing down as every new user takes up a little more space (bandwidth). If the growth continues at its present rate, information transfer times will continue to slow down until one day, the whole thing will collapse. So unless somebody can come up with a new affordable way to transfer the huge amounts of information around the world, for the Internet, the end is nigh!

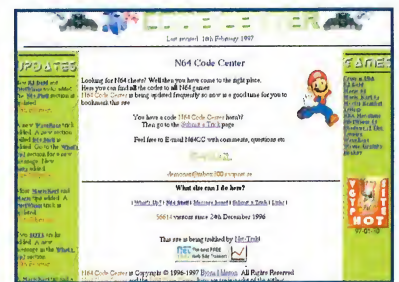
We could talk about bandwidths and transfer times all day but after all, this is 64 extreme so let's talk about the N64. There are literally hundreds of sites dedicated to the N64 on the www and we've been checking them out. From personal home pages to comprehensive electronic magazines, there is a wealth of Nintendo information available on the web. So, whilst there's still life in the old Internet beast, get yourself access to a Mac or PC and join the millions who do it everyday. We didn't have the time to check every dedicated N64 site out as the mag wouldn't have been out until Christmas if we had. So here are some of our favourite sites but there are loads more for you to visit.

N64 CODE CENTRE

<http://home1.swipnet.se/~w-10383/N64CC/index.HTM>

This is the first site we visited and were duly impressed. Although the title suggests that it just deals with cheats, we were surprised to find some news and previews here too. The previews are accompanied by some clear screen shots and the text is well written. Cheats wise, they've got new stuff for WaveRace 64 and Mario Kart 64 as well as all the usual stuff. You can submit your own cheats to be used in the codes section which is a good idea. As well as a section for high scores, there's also a classified section where you can sell and exchange Nintendo products. Another good idea, but you can't help but think that it will be hard to buy an extra controller or game off someone in America or Istanbul. Design wise, the page isn't very flashy but it's well laid out and easy to use. Overall it's a good site that's made better by its links page so we recommend you check it.

score 7/10

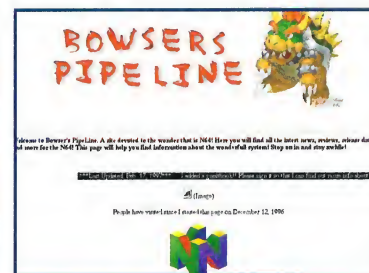


BOWSERS PIPELINE

<http://members.aol.com/jeff345/pipeline.html>

Browsers Pipeline seems to concentrate more on design than content, although it's still well written with some interesting stuff. The music playing in the background (if you have the software) is annoying though some of you may find it novel, however, it only slows up the transfer times. You've got the usual news and reviews which aren't anything special but the game lists are up-to-date and the release schedules are mostly accurate. It features the next game to be released for the N64, this month it's Turok. The reader interaction is fun with reader polls and guest books. Overall, a good site but the scrolling text, music and flashy graphics make it too slow and unreliable to visit often.

score 6/10



CHANNEL 64

<http://www.geocities.com/Times Square/Arcade/3330>

Nice and clean design with some very good game lists, but I'm not too sure of the accuracy of some of the release dates they give. The reviews are very short but they come with some good screen shots of the games. It seems though that they are a little hard on all of the games, maybe they're expecting too much. There's also a hall of fame section which gives you their favourite Nintendo games. Very useful indeed, hmm. I couldn't find the editorials, hence the score.

score 5/10

FAX'S N64 GAMING CENTRAL

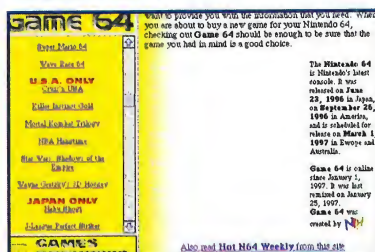
<http://members.aol.com/xfaxmanx/index.htm>

The news and rumours on this site are very good but the update leaves a lot to be desired. A shame because the information is of a high quality. They've got the usual reviews and previews although not in abundance and the library of codes is handy if you're a cheater. The special feature at the moment is again Turok. The design is good although the big spaces leave you thinking that there is still something left to transfer.

score 5/10

GAME 64

<http://nth.simplenet.com/n64/n64.htm>



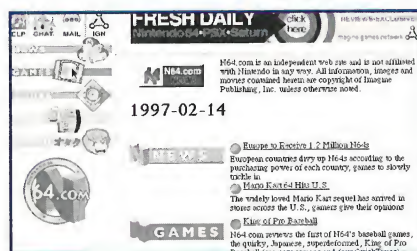
Game 64 is very well presented but not in a flashy manner. The information is really interesting and it covers a broad range of games from Japanese to American. The previews section is excellent with good researched info, personal views and clear shots. One section I can't decipher is the titles section which

just names loads of games and tells you nothing else. Maybe it's still under construction or something.

score 7/10

N64.com

Traditionally the premier N64 site on the web, N64.com really does deliver the goods. It's usually first with all the news stories and you'll find that a lot of the smaller sites use N64 as a source. It includes various interviews with programmers and software houses which are an interesting read and very rare on N64 web sites. There are also a few strategy guides and all of the usual cheats for you to take a look at. What really sets this site high above the rest are the extremely in-depth reviews and previews. All of the games you can imagine have been previewed to a great extent. The reviews are well written and

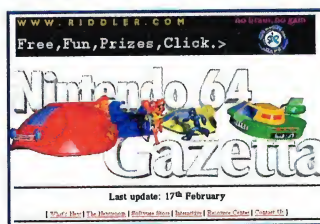


usually give you a good opinion of what the game is really like. Shots accompany all of the reviews and previews and if you have the software, there are a few movies for you to play. There's a huge amount of images for you to take a gander at in a separate section, so if you're a screen shot fiend then this is the site to visit. Overall N64.com is one of the most comprehensive sites for the N64 on the net. It is updated quite regularly so every time you visit there will usually be some new info for you. All of this with a good design and layout and a chat service makes this an essential site to check out.

score 10/10

NINTENDO64 GAZETTA

<http://www.Famicom.com/m64/n64.htm>



Nintendo64 Gazetta is the second essential site for you to visit. Again, the news is in-depth and informative and you'll find different stories to all of the other sites. We especially like the 'Rant' column with its rumours and opinions on everything to do with the N64. Subjects here include Doom 64 vs. Turok and rumours about software houses. Very well thought out and quite humorous too. The reviews are excellent but there are no shots with them, which is a glaring omission on Gazetta's part. However, there is a shots gallery where, at the moment, you can look at images of Goldeneye, Starfox 64 and Zelda 64. There's a bucket load of previews for games such as Turok, Multi Racing and Top Gear Rally, all with shots. I can't see why the previews have shots and the reviews don't but I suppose it's only a detail. You can also submit your own reviews, so any budding play testers out there may be able to get their work published. The mailbag is another good feature where you can leave questions for the staff to answer. The replies are usually well written but not all letters will get answered. By the way, check out 'quaynet' for a great mail section. Anyway, there are loads of editorials and features, all written to a good standard, a hardware section and a useless 'what's hot' section. With some excellent links and again, good design, Nintendo64 Gazetta comes a close second in our favourite web site stakes.

score 9.5/10

...this is just a small section of what's on the net for the N64 so we'll be coming back soon to give you some more info and updates. If the Internet still works that is...



Like a golden needle in a giant haystack 64 extreme has its own web site dedicated to the mag. If you want info on any past, present or future issues amongst other stuff, this is the place to go. It's called Quaynet and you'll find it at <http://www.quaynet.co.uk>. It's bursting with anything to do with the N64 or 64 extreme, so before going to 64.com give Quaynet a try.

E-MAIL:
exchange@quaynet.co.uk

E-MAIL
exchange@quaynet.co.uk

If you have any gripes, groans or questions on the N64 or video games in general send them to me at QUAY MAGAZINE PUBLISHING, 64 EXTREME (EXTREME EXCHANGE), QUAY HOUSE, THE QUAY, POOLE, DORSET BH15 1HA. Alternatively, if you're hooked up to the net, why not drop us an electronic line on exchange@quaynet.co.uk. By the way, all of these letters were a response to our web site, Quaynet, which you can find out more about on our Internet review pages.

dear exchange...

i've got quite a powerful Pentium PC which I'm very happy with. However, just lately I've been thinking about getting a dedicated games machine. A colleague of mine has a Sony PlayStation and some of the games I've seen are astounding, such as Crash Bandicoot and Formula 1. I've heard of the new Nintendo 64 but I haven't seen or played any of the games. I have the money ready now to buy a new machine, but I've been burnt before when I bought an Atari Jaguar so as you can guess, I'm going to be cautious about my next buy. What machine would you recommend that I get, PlayStation or Nintendo and why? Teila Hurlock, Dundee

most of us at 64 extreme are or were PlayStation owners and nobody can deny that it's an excellent machine. Sony have marketed their machine with the precision of a surgeon and

the amount of games available for it is staggering, especially as it's only been available in the UK for just over a year now. The number of games available causes problems though. For every five games released for the PlayStation, four will be average or poor and only one will be good or outstanding. Admittedly, games like Crash and F1 are something special but then again you haven't played Super Mario 64 or WaveRace 64. The hardware of the N64 is so much more advanced than that of the PlayStation or the Saturn. The screen can display more colours and polygons and run at a faster rate, if required. Also the games are cartridge based which means no loading times or likelihood of scratches, but they will cost £5 to £10 more than a CD. With a company like Nintendo you can be sure of getting quality. Every single game, even from third party developers has to go through stringent quality control

carried out by Nintendo. If the game isn't up to scratch, it's back to the drawing board. Of course, there will never be as much choice of games as for the PlayStation but you can count on almost every release being high quality so you won't have to sort through all the crap. So in a nutshell, the PlayStation is a great machine but the Nintendo 64 is by far the best. Oh, and by the way, check out our hardware guide next issue for a more in-depth explanation.
Saul

i've got an American Nintendo 64 and I was just wondering if I'm going to be able to play European games on it. It would be so much easier for me to go to my local high street game shop than travel thirty miles to my nearest independent store to get new games. I've heard that all of the machines and games are compatible but can you verify this for me?
Mike Cole, Swanage

the rumour circulating for most of last year was that all of the machines would be compatible. Whoever started this was a vicious, vindictive rumour monger, because it's completely untrue. Like yourself, loads of people went out and bought import machines on the premise that they could play European games when they finally arrived. Japanese and American machines are compatible if you conduct some minor surgery, but this is not advisable. To play English games on these machines will require an adaptor, likewise to play foreign games on an English machine will also require an adaptor. Why you would want to wait for the English release dates is beyond me though. You don't have to travel to get games, just mail order them and you'll have them six months before people with English machines.
Pete

i'm definitely going to get a Nintendo 64 on 1st March as I've been playing a friend's import

machine and have to get one. I've currently got an old PC which is extremely slow. My favourite games for it are Doom and Command & Conquer but playing them on my machine can be so frustrating at times. Are these games going to come out on the Nintendo 64? I'm also a huge fan of racing games, could you tell me what's coming out in this genre and if it's any good.

Greg King, South Ruislip

We can tell you that an all new Doom is going to be released in September. Titled 'Doom 64', this game is going to be the proverbial dogs and you can find out more about it in the previews section. As for Command & Conquer, rumour has it that it's coming to the N64 but we'll verify that as soon as we can. There's a plethora of racing games on the way to Nintendo's new platform with the first being WaveRace 64 and Mario Kart 64. Both of these games are excellent and also reviewed in this issue. Top Gear Rally and Multi Racing

a great idea but at the moment it's supposedly only available on a game called 'Mijon', which is a weird Japanese board game. Check out the News section for more info on this.

Saul

I got my import machine about a month after it was launched in Japan. I had to get one as I am addicted to all Super Mario games and the N64 version really did catch my attention. It's an excellent game, probably the best ever but the problem is I have just finished it. I have found all of the secrets and stars and it doesn't really hold any challenge for me any more. It took me six months to get this far so I am not disappointed in the slightest. What I need to know is, will there be a Super Mario 64 2? If so when will it be released in Japan?

Adam Smithland, Dorchester

I can safely say that there has been no word from anyone about Super Mario 64 2. Nintendo

Simon Young, Chiswick

1. Go
2. Away
3. You
4. Sad
5. Git

If you want to ask questions like this, fine. Just don't ask us.

Saul

I know the Nintendo 64 is a cartridge based machine, but what's all this about a disk drive being launched for it? I've seen various articles on the internet about it but could you tell me more.

Jonney Volland, Doncaster

The Nintendo 64DD as it's known, was officially unveiled at the Shoshinkai '96 show to a mixed response within the industry. The upgrade is essentially a very fast disk drive which uses high density magnetic disks instead of the average floppy

fraction of the price and use it with the original cart. One problem with the N64 is that there isn't any scope for making consumer demos of forthcoming games. The DD however, could be used as a means to download demos from the internet and Nintendo have reportedly been talking to key companies in this area. This all sounds really exciting but we'll have to wait and see. After all, some famous upgrades have turned out to be famous failures in the past.

Pete

I've sold my Sega Saturn and I can't wait 'till March 1st so that I can get my Nintendo 64. I'm really looking forward to getting Super Mario 64 on the go although none of the other games really interest me at the moment. Having said that, I'd love to see The Legend of Zelda on the N64 but I don't know if it's being done. Do you have anything on it?

Alan Russell, Cardiff

Zelda 64 will be released on

SEND YOUR LETTERS TO: 64 X-TEAM • QUAY HOUSE • THE QUAY • POOLE • DORSET • BH15 1HA

are also due for release some time this year. Both of the games look great and if Nintendo stick to their quality guidelines then they should both play great too.

Pete

I've seen things on the Internet about a new type of cartridge for the N64. It's a modem cartridge which allows you to link up with other games players across the world. It seems a little far fetched to me although if it is true it would definitely get me to buy a Nintendo 64. Do you know anything about it?

Andrew Morris, Oswestry

Yes and no. We've seen stories and pictures of the cartridge but we're not actually sure whether it contains a modem or just a modem port. Either way it's still

haven't mentioned it, magazines haven't mentioned it and there's not even a rumour on the internet about it. In our opinion though, we couldn't see it as an option for Nintendo to drop Mario so you can almost lay a sure bet on Super Mario 64 2 appearing some time in the future.

Pete

Could you please answer a few questions for me?

1. What is best, PlayStation or N64?
2. What is your favourite game?
3. Could you list these games in order of greatness, Turok, Top Gear Rally, WaveRace 64, Mario Kart 64, Doom 64.
4. I think Super Mario 64 is the best game ever, do you agree?
5. Who do you prefer, Dominik Diamond or Dave Perry?

disk. A normal floppy usually holds about 1mb of information whereas Nintendo's magnetic disk can hold 64mb of information. The upgrade comes with a RAM upgrade which slots into the top of the machine and which mimics a cartridge and almost cuts out any loading time. This works by loading information from the disk into the RAM cartridge, when the game is being played, and storing it for instant use when it's needed. One of the advantages of this format is that about half of the 64mb is re-writable so you can save huge amounts of information on it. This will come into its own when playing an RPG. Another advantage is that upgrades for games could come on a magnetic disk, so rather than buying another cartridge when Super Turbo Nutter Soccer '99 comes out, you can buy the upgrade for a

the N64 and it promises to be a corker. In fact, people are saying that it will knock Super Mario 64 off the top spot but we'll have to wait and see on that. Traditionally a top down RPG, Zelda 64 is brought bang up to date in Mario style 3D. The fight scenes have been transformed to next generation standards and now play like Tekken 2 and Virtua Fighter. Having said this, we haven't played it yet so whether this works or not remains to be seen. Originally touted as one of the first 64DD games for the machine, it is now rumoured to be cartridge based but there are no confirmed plans yet. In our opinion Zelda 64 looks to be the one to watch this year and we'll be reviewing it as soon as we can get our dirty little mits on a finished copy.

Dazza

timeout

Let's get one thing straight, video games do not rule our lives!

Playing video games all day (and night) can mash your brain at times and in a high pressure job like this you need to take a break. Which is why we bring you the Timeout page. This is where games go out of the window to be replaced by anything from music to film to technology. Put your joypad down then, get yourself a life and check out the coolest page to grace a game mag in the history of, well, game mags.

MUSIC REVIEWS

What's been tearing up the floor in the office for the last few months then?

DAFT PUNK • Homework • Virgin LP

If you haven't heard of Daft Punk yet you've either been in a coma for the last year, or you really don't do anything apart from play games. This French duo have been kicking up the underground dance scene for a while now but with the release of the excellent 'Homework' album, are now destined to become big in the mainstream. You've probably heard the single, 'Da Funk' on the radio. If you like it, then you'll love the album. If you don't, there's still a good chance you'll love the album. Taking influences from the whole of the dance scene, 'Homework' is a proverbial smelting pot of beats, breaks, crazed sounds and dare I say it, funky rhythms. You can dance to it, chill out to it, drive to it or play Mario to it. The choice is yours, just buy it!



ST. ETIENNE • Casino Classics • Heavenly LP

Concept: St. Etienne, one of the dancier British pop acts compile an album of their best dance remixes. Result: A surprisingly listenable compilation of tunes with a roster of some of the most famous dance acts in the country. Taking up the remix duties, among others are The Chemical Brothers, Underworld and Way Out West. From the sounds of classic acid house (Join Our Club- Billy Nasty mix) to pub-disco-sing-a-long fodder (He's On The Phone- Primax mix), to smooth drum and bass (The Sea- PFM mix), Casino Classics really does cover all the bases. Standout tracks for us are the Aphex Twin soundscape of 'Who Do You Think You Are?', 'Cool Kids Of Death' mixed by Underworld and David Holmes' acid laden mix of 'Like A Motorway'. With nearly every style of dance music covered here, you can forget that this started life as a St. Etienne project and enjoy one of the most diverse dance albums around.

LAURENT GARNIER • Crispy Bacon • F Comm 2x12"

For those who don't know, Laurent Garnier is one of the world's leading DJ's and probably the most famous French dance music luminary to hit our shores yet. This newey from the said man, is not really an LP but with six tracks for you to choose from covering 24 inches of vinyl it's as good as. There are three original tracks and three remixes. The title track, Crispy Bacon is a kick drum, funk-fueled monster of a tune which has to be said, is not designed for home listening. The two remixes of this tune are by fellow Frenchman Gilb-r and mysterious Americans AUX 88. The Gilb-r mix takes the form of some great easy listening jungle while AUX 88 top it off with their take on the modern electro sound. The other tracks 'The Hoe' and 'Orgasm' are both excellent tunes and another remix of 'The Hoe' by DJ hell rounds of this package nicely. This won't be everyone's cup of tea but if you're into techno or the electronic side of dance music then you're going to love this release.



AUTECHRE • Chlastic Side • Warp

Autechre do not create songs! Autechre create dark and brooding chunks of sound that at times are downright scary. But with most dark things there's usually a light at the end of the tunnel, as is the case here. Coming from the bowels of this deep and moody album are timeless and subdued melodies that contrast the industrial feel of the whole thing. With clanking beats and machine rhythms wrapped around some of the most unimaginable noises possible, this album will not appeal to everyone. For those who like their brain candy one hundred percent pure though, Chlastic Slide will provide you with enough to last you a life time.

WHAT TO WATCH

The Cable Guy

Starring the rubber faced Jim Carrey, The Cable Guy is one of the nastiest films we've seen in a long time. Mr. Carrey plays (extremely well) a psycho cable guy who forces his friendship onto the poor old preferred customer played by Matthew Broderick. Doesn't sound like a comedy really does it? In a sense it's not funny but some of the scenes are just so nasty, you have to laugh. You've really never met anyone like the Cable Guy and after watching his antics you'll hope that you never do. We're not just recommending that you watch this film because it's a must see but if you want to witness the meanest character ever to be put onto film, then watch the Cable Guy.

STOP! THIEF!

Short of chaining them to my desk, this is the closest that I'll get to making sure that my pens don't get nicked. From Bull Electronics comes this combination locked pen. If someone steals it, they can't use it unless they know your personal combination. Good idea really, but I'm not sure that it will stop the pen fairy in the 64 extreme offices from striking again.



IF I WON THE LOTTERY I'D BUY...A ROLAND DJ70mk2

A synthesiser, sampler, keyboard and musical friend all in one little workstation. The Roland DJ70mk2 is the toy of the month at 64 extreme. So what does it do then? Well, without getting too technical, you sample stuff from other people's records, play about with it then compile your own masterpiece. Add a little talent and you've got instant stardom. Not a vital piece of equipment, I know, but if I won the lottery...

WEB SITE OF THE MONTH

[http://www.dnai.com/~pcombs/\\$\\$tablecontents.html](http://www.dnai.com/~pcombs/$$tablecontents.html)

Alongside the N64 sites we've been checking out this month, we've also come across this little site. It's the story of how a certain American chap received a junk mail cheque for nearly \$100,000.



Being a mischievous sort of bloke he decides to deposit it into his automated bank and to his surprise, the money appears on his account. A true story of the little man's

triumph over the big man and it makes an excellent read if you have a spare hour.

It's Competition Time

WIN AN N64

YES, IT'S TRUE!

PLUS LOTS OF SUPER STUFF FOR VIRTUALLY NO EFFORT ON YOUR PART

what YOU have to do...

Fill out this simple questionnaire and tell us what you think of the first issue, then complete the simple tie breaker question. It's an original premise, isn't it?

what YOU could win...

- 1 NINTENDO 64
- 5 Datel memory carts with twenty times Nintendo's official cart capacity.
- 5 Datel memory carts with four times Nintendo's official cart capacity.



Gratuitous Girlie Shot

Make your mark

Do you own an N64?

What made you buy 64 extreme?

What do you like most about the mag?

What do you least like about the mag?

What would you like to see included in future issues?

What game do you intend to buy next/first?

Tie breaker

Nintendo's new machine is called the Nintendo 64. What does the 64 mean? (Circle correct answer)

- a. The number of white coated people it took to design it.
- b. The number of Nintendo 64's you could fit into a mini.
- c. The amount in years it has taken the N64 to arrive in Britain.
- d. 64bit.

Name.....Age.....

Address.....

.....Postcode

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Doom 64

Publisher - GT Interactive

Developer - Midway Home Entertainment

Released - September 97 (US April 97)

Status: 95% complete

Upon hearing that Williams/Midway were developing a version of Doom for the N64, I figured that it would probably be a smartened up conversion of PlayStation Doom, perhaps with a few extra levels and maybe a couple of new monsters. So with these misconceptions, I went to GT to take a look at the almost finished version. To say I was surprised is a masterful piece of understatement. Doom 64 has been completely re-programmed from scratch. We are talking 30 brand new levels, two new hugely powerful weapons, new bosses, completely redrawn baddies and spine chilling music and sound effects that demand you wear your best khaki trousers!





Visually you could easily be forgiven for thinking that you were looking at Quake. Everything has a very solid feel to it, since the game is played in true 3D not just a 2D 'hack' as in the original Doom. All the backgrounds have much more realistic textures and lighting effects. The real dramatic change though is the monsters. They are still sprites, but each baddie now has a much more realistic look to them. You can see their different facial expressions, their teeth and claws but best of all, you can get up close to them without any of that horrible pixelation, which has dogged all the previous Doom games. This really does give Doom 64 an extra edge, the Cacodemons for instance, instead of resembling floating strawberries, actually look like the really evil fireball breathing sons of bitches they are and demand your respect instead of your scorn.

The new weapons are allegedly more powerful than the gorgeous BFG9000. One is a laser action machine gun that allows you to gleefully mow down even the most powerful of bad ass baddies. The other is even more deadly, the devastation this baby can inflict on your hell spawned enemies I shall leave to your imagination. The improved game engine itself runs at an extremely fast rate taking full advantage of the N64's powerful hardware. One of the especially pleasing elements in Doom 64 is the sound. The gloom merchants have been banging on about how, since N64 games are cart based, the sound quality would suffer when compared to the CD based machines. Doom 64 makes a nonsense of such comments boasting the spookiest music and sound effects that you will ever hear in any version of

Doom, and making use of the N64's fantastic sound chips.

The fact that Doom 64 is a one player affair appears to be a bit of a downer at first, but by way of

compensation Midway have made the levels far more intricate than previous incarnations of Doom. There is far more puzzle solving, switch pulling and secret room finding to be done in Doom 64. Although not yet confirmed, I understand the programmers have been toying with the idea of including a pseudo 4 player option in the final version. This would take the form of a Death Match mode, where the computer would control three Drone troopers, who would battle it out against your lone trooper. This sounds very promising but, as I say, it is by no means definitely going to make it into the finished version.

Any concerns there may have been that about Nintendo insisting that the blood and gore factor be toned down for Doom 64 are completely groundless. ID themselves made it one of the provisos, before giving the go ahead to the project, that Doom 64 would be every bit as gory and sinister as the other versions. In actual fact, because of the added level of realism that Doom 64 offers, this is the most graphic Doom ever. When you shoot up the enemy sprites, round bullet holes gushing blood appear all over their bodies before they explode into a fountain of red mush! Needless to say, the game will receive a 15 certificate at the very least when it gets released in the UK later on this year (September is most likely). ID have been exercising very strict control over the way that Midway have been developing Doom 64, making sure that it retains all the hallmarks that make Doom such a special gaming experience.

It may seem to many that Doom has been around forever and therefore is old news. Wrong! To most consolites, (i.e. PlayStation Saturn or SNES owners) it is only in the fairly recent past that they have been introduced to the magic of Doom. Now is the time for those lucky enough to own an N64 to sample the best version of Doom ever. If you think that I am going rather over the top about this game, then may I remind you that I have had the privilege to play Doom 64 and all I was expecting was a smartened up PSX game. Hopefully, we will have a full and authoritative review of Doom 64 in our next issue.



Clay Fighter Extreme

Khaos on Klaymodo



Chaotic Claymorphism has been discovered by the depraved Dr Kiln, his ultimate aim to enslave the whole of the world. The only thing that can stop him is a CFI aeroplane that has unexpectedly crashed on the Doctor's island, Claymodo. The plane is filled with clay fighters!

You have the choice of 10 completely new 3D moulded clay characters, each with his own diverse nature and own combination moves - and with many fresh surroundings, this game looks very impressive.

This comical and outlandish title also boasts the ability to fight in various sections of the background, Interplay call these 'breakthroughs' and an exclusive. If your character is thrown into a wall of a building, the brawl will proceed within that building.

Another great feature are the 'situation hits', if you receive a strike in a certain area of the body this will ignite a sequence of entertaining antics - and with characters as gross as the infamous 'Boogerman', these aren't for the easily offended. As well as all that, Clay Fighters Extreme has the unique 'clay-splashing' - these are chunks of clay that leave your body when you get hit. They depart from the point of impact and fly across the screen to land on someone or something. Rumour has it that Demi can't wait for it to be released!

Publisher - Interplay Productions
Developer - Interplay Productions
Released - second quarter of 1997



Robotech

Crystal Dreams

Publisher - GameTek
Developer - GameTek
Released - second quarter of 1997

It's the initial episode of a fresh tale in the Robotech Universe! Robotech fans, Lizard Harac and Doug Lanford have constructed the scenario 'Crystal Dreams', and with GameTek's Multi-Branching ChronoSync Algorithm (MBCSA) driving the gameplay, you fly through a universe that modifies in reply to your actions.

The character you play is an independent pilot called Kyle Bartley, with a chequered past that catches up with him. He's caught in a sudden war between the RF and a fleet of Zentradi ships, which dramatically changes his life.

Robotech is a full 3D spaceflight simulator. The universe you are flying through is completely active, you don't fly to a particular point and start a predetermined battle - you have entire control over your destiny. Working with ART (Alternate Realities Technology) enables GameTek to produce a "totally immersive experience".

Your craft, a Veritech, is also affected by the different modes: Fighter, Battliod and Guardian. These can be accessed at any time and all 'handle' differently, and as GameTek says "This is (to our knowledge) the first flight sim where you can transform your craft as you fly it".



Robotech isn't just a space shoot 'em up, there's action and interaction. You are part of a complex and intricate storyline, the majority of the gameplay is spaceflight and conflict, but all of your actions are given meaning and context. Many of the old famous characters are involved as well as new, these being created just for this saga - all can be interacted with.

The 3D graphics are not your usual flat sprites with 3D textures blanketed upon them, but true 3D models, with models of the SDF-3, the Robotech Factory, the Tri-thruster Pod, ARMD stations, transport shuttles, and the Crystal Fortress. Fans and newcomers will be impressed.

Blast Corps



Publisher - Nintendo
Developer - Rare
Released - September 1997

With 16 vehicles at your disposal and an original concept at its helm, Blast Corps looks set to be one of the bigger games to hit the N64 this year. A truck carrying a nuclear warhead is out of control and, being the hero that you are, you have to prevent it from crashing. Doing this is no easy task though. Clearing the obstacles in the truck's path is the main object of the game and you have to demolish anything that may bring it to a sudden and extremely explosive halt. Not all of the vehicles will demolish everything, so expect some frantic multi-vehicle malarky to take place as you try to prevent a nuclear catastrophe. If the gameplay can match the stunning graphics (check out those explosions) then Blast Corps is going to be another must buy for N64 owners everywhere.



Mortal Kombat Trilogy



Publisher - GT
Developer - Midway
Released - 3rd quarter 1997

The latest in the Mortal Kombat series is coming to an N64 near you soon. Mortal Kombat Trilogy didn't live up to much on the PlayStation but it's looking good for the N64. The main problem with the PlayStation was that all the Fatalities and bigger moves would have to be loaded in as you were playing. Of course, you won't get that problem on the N64 and we can assure you that the graphics will blow you away too. As for the gameplay, you'll have to read our review in next month's issue of 64 extreme.



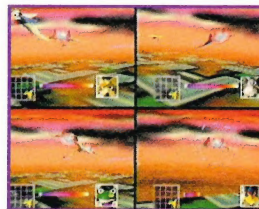
Yoshi's Island 64



Publisher - Nintendo
Developer - In house
Released - TBA

Not much is known about Yoshi's island but it looks to be a sideways scrolling platformer centring around Yoshi and his Island. Hailing from Nintendo you can expect great visuals and polished gameplay even though it's a traditional 2D game. We'll bring you more on this just as soon as we have it.

Starfox 64



Publisher - Nintendo
Developer - In house
Released - October 1997

Most of you will remember Fox McCloud and his crew from the original Starfox on the Super Nintendo. In October of this year though, Fox will be making his debut appearance on the N64. Many an aged game player will be looking forward to this one and the staff of 64 extreme can be included in this category. Essentially an airborne shoot 'em up, Starfox 64 looks excellent and hailing from the Nintendo in house production team it's bound to hold quality gameplay. Whether you're flying your Arwing through deep space or skimming across planet surfaces you can bet the Starfox 64 will be something of an experience. Along with taking part in elevated dogfights, you can also take control of Fox's all new battle tank so the gameplay should be quite varied. There's also a four player split screen mode with specially designed battle arenas and a rumour that it will be packaged with the new Jolt Pack (at least in Japan). Starfox 64 is another game that we can't wait to get our hands on.



Top Gear Rally



Publisher - Kemco
Developer - Boss Game Studios
Released - TBA

The racing game genre seems to be the most popular with developers for the N64. Boss Game Studios are no exception and their offering comes in the form of Top Gear Rally. To say this game looks the business would be a huge understatement. Most of the graphics seen so far have been of a Silicon Graphics demo but the developers claim that Top Gear Rally will look identical to the demos. As usual, you'll have loads of different environments to race in, including woodland and mountain roads. With a reported 16 cars to choose from and a two player option, Top Gear Rally is going to be another racing title for you to watch out for.

Wayne Gretzky's 3D Hockey



Publisher - GT
Developer - Midway
Released - 3rd quarter 1997

EA Hockey used to be one of my favourite games but ever since hockey went 3D, I couldn't really get on with it. Hopefully, this will change with the arrival of Wayne Gretzky's 3D Hockey. The game is more of an arcade style than a straightforward sports sim, so you can expect some fast action and a high score line. Four human players can play at one time and all of the NHL teams are available for you to play with. Along with a full season option and a sprinkling of humour, Wayne Gretzky's 3D Hockey looks ready to set the standard for other hockey games to follow.

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J-League Soccer
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Mortal Kombat Trilogy
Wayne Gretzy Hockey
Blast Corps
FIFA '97

FEATURES

Hardware comparison + full spec
rundown on the N64
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